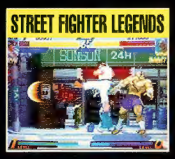

NUMBER 69

YOUR GUIDE TO:
Super NES • Genesis
32x • Sega CD • 3DO
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Patrick Rolo Edward Emond

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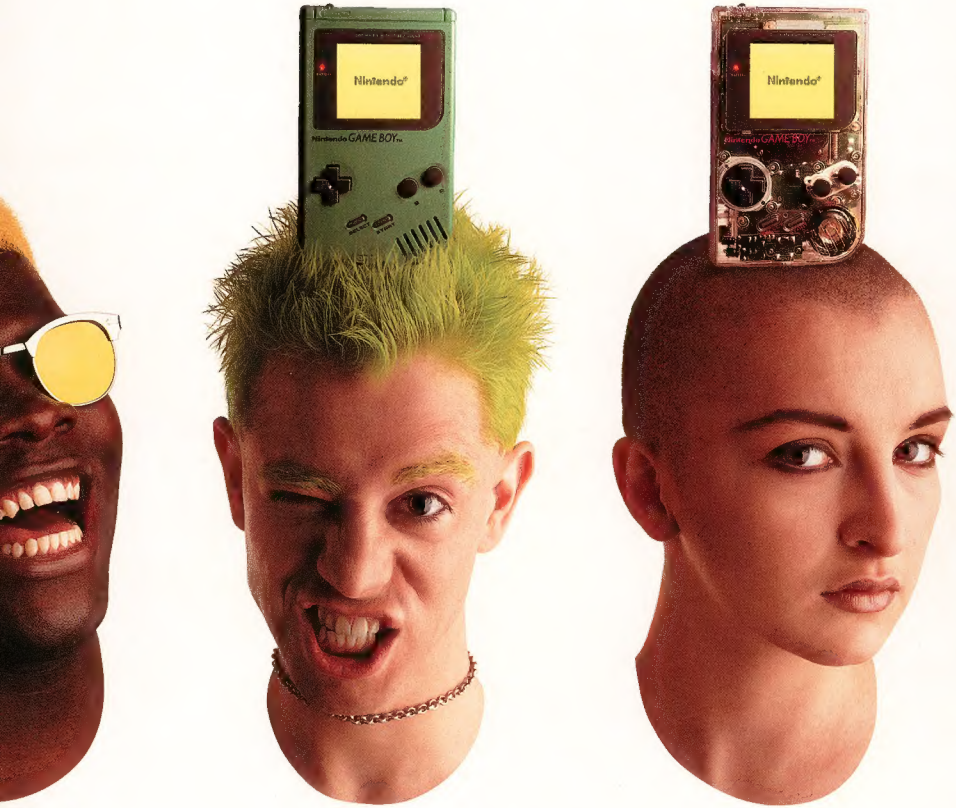

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April, 1995

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editor in chief. Ed Semrad
senior editor. Danyon Carpenter
managing editor. Howard Grossman
third party liaison. John Stockhausen
news editor. Todd Mowatt
assistant editors. Sushi-X • Mike Forassiepi
Mike Vallas • Terry Minnich
Andrew Baran • Al Manuel
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art directors. Joe Darrow • Mike Reisel
Juli McMeekin

president. Steve Harris
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promotions coordinator. Kim Schmidt
publicity manager. Kate Rogers
circulation director. Dave Marshall
contract publishing manager. Ken Williams
production manager. Colleen Bastien
production assistant. Dave McCracken
advertising coordinator. John Born

customer service (NO TIPS!). 515-280-3861

advertising inquiries contact: ECG, Inc.
10920 Wilshire Blvd., 6th Floor
Los Angeles, CA 90024
310-824-5297
national ad director. Jeffrey Eisenberg
national ad manager. Jon Yoffie
account executive. Karen Landon
ad coordinator. Suzanne Farrell

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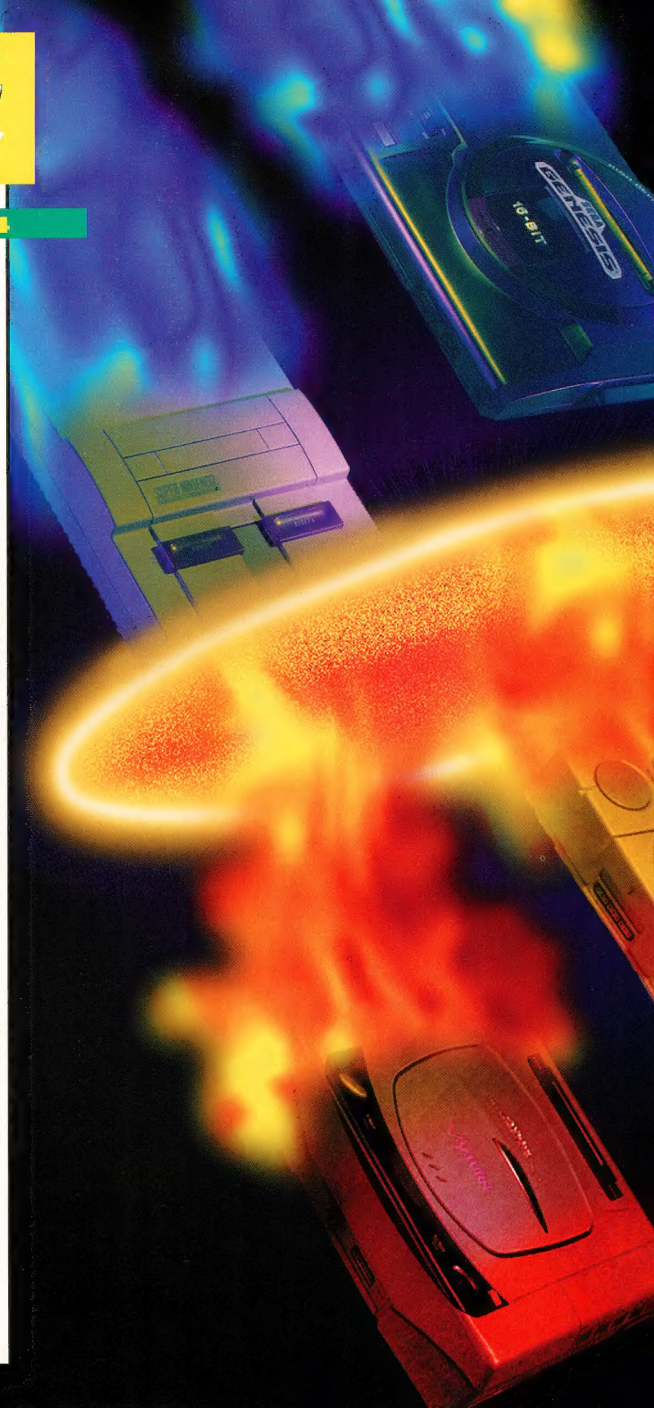

THE VIDEO GAME INDUSTRY'S DIRTIEST LITTLE SECRET...

by
Steve Harris
Publisher

FOR SOME TIME NOW, I have been personally concerned about what Sega, Nintendo and Sony will do to launch the Saturn, Ultra 64, and PlayStation respectively. Although both the Sega Saturn and Sony PlayStation exhibit strong potential to become the standard bearer of the later '90s, and the SGI graphics demos that Nintendo runs at the shows sure look nice, there is a **DIRTY LITTLE SECRET** in this industry that exists as equal parts marketing strategy and competitive gamesmanship.

I'm talking about the retail price of these new mega machines.

There's a lesson to be learned from the experiences that 3DO has endured in its short history. After riding high the wave of speculation that a common standard could be created and licensed out to various manufacturers for mass consumption, the final product has had its problems at retail. **3DO HAD THEIR DUCKS IN A PERFECT ROW**, with multiple licensees, little risk to publishers in manufacturing costs or inventory, and a truly state-of-the-art piece of equipment on which to program. Despite all of these facts, the system still had difficulty gaining widespread acceptance due in large part to one thing: its cost.

Although the 3DO was a better machine with the most cohesive vision of what entertainment in the future should be like, the company could not convince casual gamers and parents that their system was $600 better than your average Sega or Nintendo 16-Bit. Furthermore, the fact that the manufacturers of the 3DO hardware like Goldstar and Panasonic had no immediate interest in software revenues—an area that Sega, Sony, and Nintendo all enjoy—it became difficult for the price of the 3DO to come down as rapidly as required because the manufacturers of the hardware had **NO OTHER REVENUE** sources from which to offset the proposed losses that went hand-in-hand with reducing the unit's price.

This fall we'll see the first effects of 3DO's initial launch. All three of these game systems were created to cash in on what was perceived to be a slam dunk entry into the market by 3DO. When at least one of these units was in the design stages, it was considered "OK" to come in over $400. "Heck," I'm sure the developers reasoned, "we'll still be $300 less than that successful 3DO machine."

There are encouraging signs. **RUMORS ARE RAMPANT** that both Nintendo and Sony are willing to take mammoth losses on the hardware—as much as $100—to get them into players' hands at a reasonable price. Expect to see a daily war of tit-for-tat between all three system providers at the upcoming E^3 show in Los Angeles where all three machines are to debut. Hopefully the free market will prevail and we'll see low-priced PlayStations and Saturns alongside $250 Ultra 64s.

The can simply be no alternative. Even 3DO has learned that lesson, gaining the attention it originally deserved two years ago.

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MK3. The Arcade Game. 04.15.1995.AD.
3
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MKIII and SF Legends battle for the position of ultimate fighting game. Who will reign supreme in the arcades? Time (and EGM) will tell!

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NUMBER 69

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FACT-FILES

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Acclaim's sci-fi movie translation of Stargate goes portable!

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SCORE SOME OF THE BEST LOOT AROUND IN EGM'S SPECIAL CONTESTS ON PAGES 64 AND 81!!

FEATURES

BEGIN THE MORTAL KOMBAT III KOUNTDOWN INSIDE THIS ISSUE OF *EGM*

In just a few weeks all the world will be raving over the next king of fighters, Mortal Kombat III. The latest in the series is sure to be—in a word—outrageous! If you thought the jump from the original to the super successful sequel had a long stretch, this new transformation will make the previous jump seem like a breeze. With 14 characters, new secrets and improved graphics and sounds, MKIII will be the biggest fighting game since the original Street Fighter II. *EGM* delivers the latest news on the most anticipated fighting game. The story begins on **PAGE 56.**

"All of the secrets of even the original MK will never be revealed. Ed Boon has gone to great lengths to keep them hidden..."

CAPCOM IS BRINGING BACK A WINNER— STREET FIGHTER LEGENDS COMING SOON

Perhaps some of you fighting fans are a bit tired of hearing about Mortal Kombat. Perhaps some of you are holding out for another game. Well, the wait is almost over. Capcom is back on the fighting track with the latest installment of the Street Fighter series. Street Fighter Legends has new characters, better moves and a different fighting flair. Gamers will not be disappointed in this installment. Although it isn't Street Fighter III, Street Fighter Legends will blow fans away! The story begins on **PAGE 60.**

"Not everything has changed [in Street Fighter Legends], since it is apparent that the special attacks from Super Street Fighter II Turbo are intact..."

WHILE IN TOKYO, *EGM* GETS AN EXCLUSIVE PREVIEW ON HOT, NEW ARCADE GAMES

The *EGM* editors have just returned home from the latest arcade show in Tokyo where they were given an exclusive preview of mega-hot arcade games. What delights they were shown are now privy to you the readers. In this issue's Arcade Action section, take a peek at the new games that will soon be released such as Rail Chase 2, Fatal Fury 3, Darkstalkers 2, Red Zone, Cyberbots, Virtua Striker, Cyber Cycles, Attack of the Zolgear and Elevator Action Returns. The story begins on **PAGE 66.**

"SNK does it again with five new fighters and changes on existing ones as the third in the mega-smash series is here—Fatal Fury III: Road To The Final Challenge!"

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INTERFACE

LETTER OF THE MONTH

This is the section where you can open up your mind and let the rest of electronic gaming see what color your brain is. While you're at it, you can also expose yourself to more than 1 million gamers looking for an easy target. Remember, you have the right to remain silent and anything you say can be used against you in the magazine. Names have been changed to protect the innocent.

Get ConNeCTeD!

You can also reach the editors of *EGM* via CompuServe at 75052,1667 or on the Internet at 75052.1667@compuserve.com. Beginning June 1, you can get access to *EGM*'s articles, reviews and more on the World Wide Web via the NUKE home page at www.nuke.com.

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Interface, Letters to the Editor
1920 Highland Avenue, #222
Lombard, IL 60148

And Who Will Be Left After The Dust Settles?

Dear *EGM*,

Okay, I'm sure you guys at *EGM* are totally sick of getting letters that go something like this, "I want to get a PlayStation/Jaguar/Saturn/Ultra 64, but which system is the best?" With all of the next-generation systems coming out, I guess everyone just has a natural curiosity as to which one will be the best. Personally, I'm getting kind of sick of the whole thing. I mean, come on! Some of these systems aren't even out yet! Who knows who will have the best system? I think a lot of people are getting kind of freaked out about the whole thing even though they haven't seen any of the games yet. We shouldn't pass judgment on systems we haven't even tried. Just remember: Half the fun of all this is the fact that we can't predict the future. Let's not jump to any conclusions! Time will tell.

Garrett Barnes
Indianapolis, IN

We couldn't agree more, Garrett! If I had a dime for every letter we get asking our opinion on which of the next-generation systems is the best, I'd be a very rich person! Although some of these systems are "hot" right now, let's not forget what will decide which system will be the best: the games. You could launch a 64-Bit system that has so much muscle that it should blow everything right out of the water. Problem is, if you don't have the games, the public will not even pick it up. (We gamers are a smart bunch, yessirree!!) After the initial launch of these next-generation systems, wait a few months to draw your own conclusions as to which one best suits your individual needs. Look at the available software, and make your analysis based on your own research.

With the price of some systems approaching, and in some cases exceeding, the $400 mark, you wouldn't want to make a snap decision based on nothing more than expectations of what a particular machine could do. After all, you wouldn't buy a house for $1 million if you didn't like the neighborhood! Anyway, I guess the moral of the story is to hold your horses and don't believe all of the crud you hear about how this system is better than that system. Make your own choices and remember: Use your noggin!

Great letter, Garrett. Your Acclaim Dual Turbo joysticks are on their way.

INTERFACE POSTINGS:

Get connected with video game enthusiasts just like yourself, courtesy of *EGM*, the number one name in video games! Send your name, address, age, sex and three favorite games to:

EGM PEN PALS
c/o Sendai Publishing Group, Inc., 1920 Highland Avenue, Suite 222, Lombard, IL 60148. Make friends and share your secrets worldwide!

MORE DEBATE ON THE JAGUAR

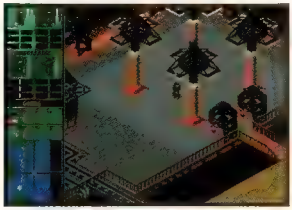
Dear *EGM*,

I got a Jaguar almost a year ago thinking that it was going to be the best thing on the market and have tons of games. I'm sure you can see why I feel like a fool. Why is Atari making such poor games? You would expect more from a 64-Bit system. Why is Atari doing this to their fans? How did they manage to screw up a game like Bubsy? Why didn't they improve Flashback's graphics? I'm really disappointed because I think that most of the games stink! C'mon Atari, before it's too late!

Jahide McAllister
Jersey City, NJ

Dear *EGM*,

I am a proud owner of an Atari Jaguar, and I love it! Notice that I used the word "proud." The games are, for the most part, excellent. Alien vs. Predator is probably one of the best games I've ever played on a home system.



• With games like Syndicate, we may yet hear the Jaguar roar.

Hopefully, Atari will keep releasing games like this. I know that many people are disappointed in this fine system, but I think that the future looks quite bright for the Jaguar. With some of the new titles coming, I can't wait to see what 1995 will hold for Atari. I feel confident that the gaming world will feel the power of this highly underrated system. You can have your Saturn, PlayStation, 3DO and 32X. Make mine a Jaguar any day of the week!

Thomas Philian
Seattle, WA

OOPS!!

It doesn't happen too often but we make mistakes just like everyone. On the last cheat sheet for Killer Instinct, there were a few typo errors. Sorry about any confusion. Here are the correct methods for the specified characters and moves that were incorrect.

Chief Thunder: Humiliation- D,F, F Quick kick
Glacius: Humiliation F,F,B, Mediumkick melt&uppercut: B,D,F Kick
Orchid: Humiliation: F,D,B Fierce Punch Frog Fatality: D,F,B, Quick kick
Saberwulf: Humiliation: F,F,F Quick punch Ultra: CF, B, Quick kick
Spinal: Combobreaker-F,F, Medium Punch Ultra-D,DF,F Fierce punch

OVERSEAS FOLLIES AND AMERICAN GAMES

Dear *EGM*,

I am writing to you about the problem of not getting all of the good Japanese games over here in the U.S. I am an anime freak, and I wish more games like Macross and Dragon Ball Z would come out over here. I do have what I hope will be a solution to this dilemma. You may have noticed that a while ago Blockbuster brought over and translated Final Fight: Guy. They allowed you to rent it and later sold copies of it for $14. If Blockbuster could bring out this game, they could surely bring out others that would be more popular.

Jordan Sanderson
Lincoln, NE

You bring up a great point. The only problem we can foresee with this is that the casings of the cartridges would have to be changed to fit into the American Super NES. This may sound like a minor quibble, but don't forget, that costs money. We'd love to see more of this kind of Japanese-to-American crossover take place, but we doubt that it will happen anytime soon.

I HAVE AN INTERNET ACCOUNT AND I'M COOL...

Dear *EGM*,

This letter is in response to the letter e-mailed, no excuse me, XMailed to you and printed in your March 1995 issue of *EGM*. It reads as follows:

"Dudes, I'm XMailing you from my XBand! I seem to have full Internet mail access! It's pretty cool to be able to send e-mail from my Genesis."

Dan Bennion
via the Internet

I am writing this letter from my dial-up UNIX cash Shell account, the way the Internet was started and the way it should stay! Dial-up services like America OnLine with their "pointy-clicky" interface and ignorant Newbie users are making the Internet worse each day! The last thing the Internet needs is little 12-year-old kids sending flame-mail from their Genesis or Super NES. The worst thing for the Internet is little kiddies running around wasting bandwidth. You published a moronic letter from an XBAND loser, perhaps you could find a place for a letter from a REAL Internet user, who actually has a point.

Christopher Nelson
drs@netcom.com

I'm going to try to keep my cool ... Tell me Chris, how much practice would it take for someone like me to be as cool as you? I'll bet it would take a lot! For your information Buck-O, the reason that the Internet is so great is because anyone, and I mean ANYONE, can contribute to the wealth of electronic information that is found on the Net. There are no prerequisites for using the Internet, are there? If there were, the Internet would probably be comprised mostly of self-righteous, pseudo-intellectual geeks who have nothing better to do than spew endless streams of bile about how cool they are because they know some UNIX commands. Get a life! There, I kept my cool ... kind of.

KUDOS AND MORE TO SNK

Dear *EGM*,

After purchasing the February issue of *EGM*, I read with great interest the letter from Heh-Kyu Lee of SNK. It is truly gratifying to see that some of the industry representatives understand that players want the home version of a game to be as close to the arcade version as possible. With the technology getting better and better, arcade-quality games in the home are a reality. Anyway, I doubt that Ms. Lee will have any use for the Dual Turbo Wireless Remote System, but I would. So if she doesn't want the prize ... er ... umm ... I'll take it!

J.P. Alioto
via the Internet

Yup. We've gotten quite a few letters praising SNK for their landmark decision to give a blood code for Samurai Shodown II. It seems that about 99.9 percent of the gaming public supports the use of something like a code to activate blood and gore in a home video game. It's strange that the debate about violence in video games has all but disappeared. Hmmm...

ASK EGM

Q: With all of the new systems coming out, how much longer will the 16-Bit systems be supported?

Joel Pearson
Dallas, TX

A: *There is little indication of how long the 16-Bit systems will be around. Usually, in times like this, there will still be support for the "old" systems anywhere from one to two years after the introduction of new systems.*

Q: How many games do you guys at *EGM* have at your office?

Pete Vanderhaus
Columbus, OH

A: *Too many. We have so many games, that we had to redesign our offices to accommodate them. Some of the games are collecting dust, especially the old 8-Bit NES carts. We're beginning to run out of room!*

Q: How long does it take to develop a game from beginning to end?

Robert Share
Waupaca, WI

A: *It all depends. First of all, if a company has 10-15 people working on a title, the amount of time it takes to make a game is less than if they had, say, five people working on it. Also, the type of game being developed has a lot to do with the amount of time it takes. A game like Donkey Kong Country would take more time than a game like Madden, because Madden is essentially the same game from year to year tweaked by the programmers.*

MK III AND YOUR CHEATIN' HEART

Dear *EGM*,

After reading your MK III article in issue #67, I felt like dropping you some mail. My specific grievance is with the section entitled "Kombating the Internet." Roger Sharpe describes the Internet as something akin to an international spy ring out to rob Midway of all its secrets, and to bring about its financial ruin. It also leads one to believe that the game itself is not as enjoyable if one doesn't find all of the secrets by oneself. Both of these statements are simply untrue. The distribution of moves/secrets/fatalities/etc. on the Internet is not taking away anything from the game, but in my opinion, adding to it. In order for

• Will MK III be ruined by the Internet?

me to have figured out and/ or discover all of the information that has been discussed or distributed on the Internet, I would have spent over $400! To me that's not enjoyable—that's borderline insanity! When MK II was released in its initial version (1.0) the game was not complete. People

• Is it fair to learn secrets from gamers?

who spent a lot of money to learn some of the secrets of the game, came away upset because there were few to be found in the revision. People posted and shared their findings of the game on the Internet and interest in the game skyrocketed! This trend continued throughout all of the revisions. The only reason I see for Midway to complain about the distribution of the game's secrets through the Internet is that it takes away from their revenue! When people learn the secrets, they stop dropping endless amounts of money into their machines trying to find them. OH NO!!! Lost revenues!!! C'mon Midway, the game is good enough to stand on its own without all of its secrets. The Internet is not going to ruin you.

Adam Hacker
Ottawa, Ontario

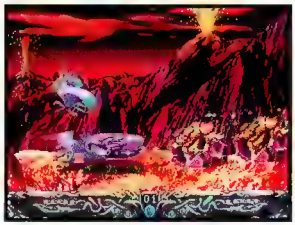
GREETINGS FROM HONG KONG!

Dear *EGM*,

I bought a Sega Saturn here on Nov. 22—the day that it was released. It was a tad bit more expensive than I'd expected. Anyway, I've been kinda disappointed by the type of games they've released. I was especially disappointed in Gail Racer ... geez, that game reeked! The graphics were laughable and the sounds were disgusting. I mean, I know that it's only been out for a couple of months, but still, I was hoping for the great arcade games that made me want to buy it in the first place—Daytona USA, Desert Tank, Wing War, etc. The Virtua Fighter that was released is below par. Can you tell me if Sega is working on Virtua Fighter 2, Desert Tank, Virtua Cop, Wing War or any other kick-butt games for the Sega Saturn?

David Martin
Hong Kong, China

Virtua Cop will probably hit the Sega Saturn later this year. As for the other Sega arcade games that you mentioned, chances are that they'll be debuting on the Sega Saturn sometime in the near future. As for game quality, expect the Sega Saturn games to improve substantially with age. Remember David, the Sega Saturn is still relatively new, so don't expect any mind-blowing games in its first few months on the market. By this time next year, however, we'll be seeing impressive stuff!



• Astal will help pump the Sega Saturn.

BEWARE

THE ULTIMATE

EVIL OF

WARLOCK™

COMING APRIL 13

The evil unfolds...(516) 624-0300

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INTERFACE

EGM's TOP TENS

What are the hottest new games to cross the *EGM* editors' desks this month? What games do you and your gaming pals think are the best? We have the answers with this exclusive listing of the most incredible softs available for any format—chosen by the editors of *EGM* and YOU—the wired-in readers of the biggest and best video game magazine on the face of the planet!

EGM EDITORS

1. Toh Shin Den — PlayStation • Takara
2. NBA Jam TE — Super NES • Acclaim
3. Samurai Shodown II — Neo•Geo • SNK
4. Mega Man X — Super NES • Capcom
5. Ridge Racer — PlayStation • Namco
6. Mega Bomberman — Genesis • Sega
7. Return Fire — 3DO • Silent Software
8. Kirby's Avalanche — Super NES• Nintendo
9. NBA Jam TE — Genesis • Acclaim
10. Cyber Sled — PlayStation • Namco

EGM READERS

1. NBA Jam TE — Super NES • Acclaim
2. Mega Man X — Super NES • Capcom
3. MK III — Arcade • Midway
4. NBA Jam TE — Genesis • Acclaim
5. Earthworm Jim — Super NES • Playmates
6. Donkey Kong Country — Super NES • Acclaim
7. Samurai Shodown II — Neo•Geo • SNK
8. Sonic & Knuckles — Genesis • Sega
9. MK II — Super NES • Acclaim
10. Mega Bomberman — Genesis • Sega

LET YOUR VOTE BE HEARD! You can contact *EGM* directly and record your vote for the hottest new and upcoming games by logging onto the NUKE Internet Interface at www.nuke.com on the World Wide Web beginning June 1. Until then, just send a postcard with your fave game!

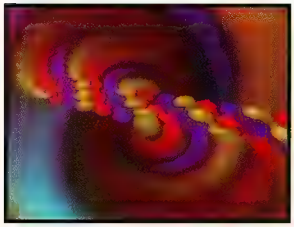
JUST BOUGHT A 3DO

Dear *EGM*,

Just after I bought my 3DO, it occurred to me what a great deal I had just received. This tiny machine turned out to have so many uses, I was overwhelmed with all of the possibilities. It dawned on me that I could achieve stardom with this jewel of a machine. The first idea came along when I witnessed the groovy warps displayed when I played my audio CDs. I said to myself, "Dude, this is a vision from beyond. I could bring back the '70s with this gizmo." All I need is for all those companies to agree with my idea. Just imagine an interactive FMV of *Saturday Night Fever* or maybe the Bee Gees! 3DOs would sell like polyester. You know, in case no one has found this out yet, the 3DO makes a wild lava lamp. I just know that everyone will love it. Well, have to run, I gotta host a fondue party.

Louis Noll
Chattanooga, TN

Hmmmm ... Bee Gees? A $300 lava lamp? Fondue parties??!! Whoa Louis, have you been reading one of those other gaming mags? Shame on you, you naughty boy!



• Whoa, like, this is sooo psychedelic, man!

MO' MEGS?

Dear *EGM*,

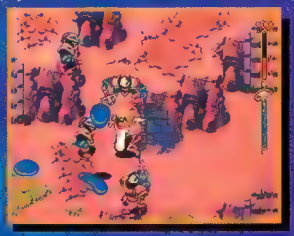
I have noticed in past issues that some of the Jaguar games don't have as many megs as some 16-Bit games. What's up with that?

Sean Hartley
via the Internet

Just because a system is 64-Bit, it doesn't mean that the games necessarily have to contain more megs than its 16-Bit competitors. Because of the differences in its hardware, the Jaguar is capable of producing more detailed graphics and better sounds. Because of its processor's muscle power, the Jaguar can do things with 4 megs that other games couldn't do with 32!

BEYOND OASIS

BLOB OUT! Make short order of bilious blobs and evil trolls with Prince Ali's weapons, punches and kicks – or dig deeper to discover *HIDDEN SECRET MOVES* – a SEGA™ first!



ROCK ON! You'll need more than sticks and stones to battle the Rock Boss. Count on the four Wild Spirits to back you up – especially the superhot Efreet the Fire Spirit!

FIRE UP! Wrap your brain around mind-boggling puzzles that lead to close encounters of the fire-breathing kind – then save up to 4 games with battery back-up!

SEGA™

STEACY '95

THE ULTIMATE ADVENTURE AWAITS!

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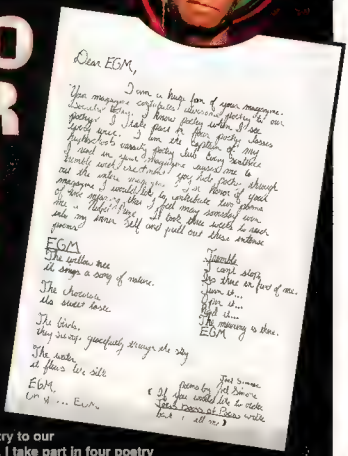
INTERFACE

PSYCHO LETTER OF THE MONTH

Now for that part of the show where the truly insane get a chance to shine. This month's letter comes from Joel, who has discovered what the Department of Education has known for some time...



Dear *EGM*,

I am a huge fan of your magazine. Your magazine contributes awesome poetry to our society today. I know poetry when I see it. I take part in four poetry classes every week and am the captain of my high school's varsity poetry club. Every sentence that I read in your magazine causes me to tremble with excitement. You hide poetry throughout the entire magazine. In honor of your magazine, I would like to contribute two poems of true meaning that I feel may someday win the Nobel Prize. It took me two weeks to reach into my inner self and pull out these intense poems.

EGM

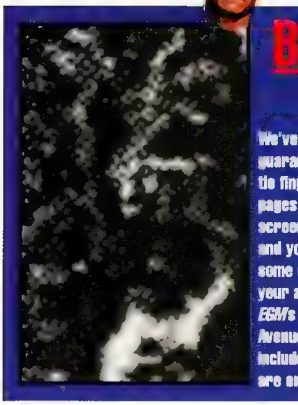
The willow tree,
it sings a song of nature.
The chocolate,
its sweet taste.
The birds,
they swoop gracefully through
the sky.
The water,
it flows like silk.
EGM, oh yes, *EGM*.

Joel Simone
Dublin, California

Tremble

I can't stop,
it's there in front of me.
Turn it...
Open it...
Read it...
The meaning is there.
EGM.

You are a true Psycho, Joel. Your T-Shirt is in the mail.



BAD PHOTOCOPY CONTEST!

We've dug up a mean one this month, readers, guaranteed to turn your brain to toast! Get your little fingers moving because somewhere in the 148 pages you now hold in your hot little hands is the screen shot to the left. Let us know what game it is and you can be entered for a drawing to score some cool game wear from your buds at *EGM*. Put your answer on a 5x7 postcard and get it to us at: *EGM*'s BAD PHOTOCOPY CONTEST, 1920 Highland Avenue, #222, Lombard, IL 60148. Be sure to include your name, address, age and the month you are entering for.

EGM ON CD-ROM?

Dear *EGM*,

I have collected and saved every issue I can get of *EGM*. My only problem is that I am running out of room to save them all and it is hard to look up info in past issues. Would it be possible for you to put a year of *EGM* onto a CD-ROM? It would make it easier to store and might be easier to find info if a Search Option was included. It would be a great service, and you could give it to subscribers for free as a token of your appreciation, or even sell it at the end of the year for around $25. Please consider what I've said, because I'd hate to have to throw out old issues.

Dan Shapiro
West Nyack, NY

Great idea, Dan! But as luck would have it, we are already working on that idea even as you read this. We'll keep you posted on the development.

THE GOOD, THE BAD AND THE GONE

Dear *EGM*,

Just recently I got the February issue of *EGM* and to my surprise I was very disappointed. The reason, you ask? The changes to the Fact File section of course. What happened to The Good, The Bad and The Ugly? While this isn't really a major deal, it was really nice to get an initial feel as to how a game was going to turn out. It also added a nice touch of humor (not that your magazine didn't already have humor!).

Brian Parker
via the Internet

Usually once a year, *EGM* goes through a metamorphosis of sorts. We try to give you, the reader, more bang for your gaming buck. In doing this year's redesign of the magazine, we decided to do away with The Good, The Bad and The Ugly to try to cram more information on our pages. (GASP! Kill off The Good, The Bad and The Ugly? Have you no shame?) Granted, TGTBATU was cool, and it gave you some idea of what a game was going to be like, but it just didn't give you the kind of hard-hitting information that you've come to expect from *Electronic Gaming Monthly*. Believe me, we've gotten letters screaming because we killed it, and letters praising us for doing so. Sometimes you gotta do what ya gotta do. So as you take a look at this month's issue, take note of some of the changes we've put the old dog through. Let us know if you like 'em, hate 'em or just don't care! We'd love to hear from you!

JALECO Scores Again

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The most realistic baseball game ever. Choose from some 700 major league players with real statistical data compiled by STATS, Inc. Even save your progress as you play through a whole season.

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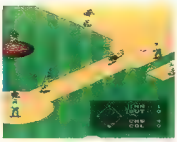

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INTERFACE

EGM LETTER ART

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal*

Put your creative skills to the test by decking out a plain #10 envelope (you know, the long, business type) with your own unique touch. Send your letter art submission to: *EGM* Letter Art, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.

* Or at least get you in the magazine and win yourself a groovy G&C joystick for your hard work (First Prize Only)!

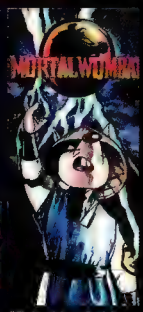
I'M BLANKA THE BRASILIAN HULK IT'S A PLEASURE TO MEET YOU!!!
YOU ARE LATE!
INTERFACE LETTERS TO THE EDITOR C/O SENDAI PUBLISHING GROUP, 1920 HIGHLAND AVENUE, SUITE 222 LOMBARD, IL 60148 - USA

WINNER!

Andre Revair of Varghina, Brazil, is the lucky winner of a brand-spanking-new *EGM* T-shirt for his rendition of his favorite Street Fighter who needs a job!

Joe Dickerson • Moreno Valley, CA

Hao-Chin Chang • Potomic, MD



Michael Lee Smith • San Leandro, CA

Peter Ocasio • Bronx, NY

Nathan and Adam McWaters • Copperas Cove, TX

Mark Kamigaki • Captain Cook, HI

TO XBAND OR NOT TO XBAND

Dear *EGM*,

The XBand sounds awesome and I would like to get one. Problem is, I live in a rural area. My town is about the size of two football stadiums, and the population is approximately 200. The closest city is Kansas City which is about 200 miles to the north. I was wondering, if I get an XBand, how will it work? Will we be hooked up via Kansas City? Here in rural areas such as mine, there isn't much to do but play video games. Please help me out!

Charles Moore
Blythedale, MO

You'll have to dial an access number that is provided for your area. I'm not sure where that number will be. If you must go through Kansas City, your phone bill will probably be astronomical. Also, odds are if you want to play someone in say, California, you might have to pay for more than just the call to the access number. Just to be sure, you should give the people at XBand Customer Support a call at (716) 871-HELP between noon and 9 p.m. Pacific Time. Happy modem gaming!!

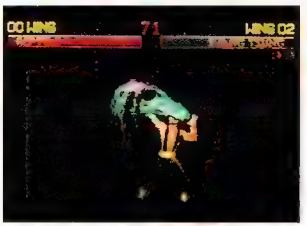
MK II–PC STYLE!

Dear *EGM*,

I am a huge fan of Mortal Kombat II. I am also a big fan of PC games. My question is, how come MK II hasn't come to the PC? The first Mortal came to the PC and it was pretty good. What's going on with this?

Raymond Amberg
via the Internet

This is an easy one! MK II for the PC is in the stores as we speak. Word is on the street that it is a good translation of the original arcade blockbuster that we all love, but don't look for any new additions!



• A screen shot of MK II for the PC.

SPEAKING OF PC GAMES...

Dear *EGM*,

Hey! I was wondering, don't you call your magazine *Electronic Gaming Monthly*? Well, what about computer games? Maybe you should cover computer titles in your mag. Why don't you?

Darrell Cox
via the Internet

Well Darrell, we don't cover computer games, but you're in luck. Two of our sister magazines, Computer Game Review and Electronic Games do! Every issue has many of the latest computer games and gaming peripherals reviewed in full detail, including some fine special inserts on the hottest games with complete play-by-play blowouts to help you get through all of those tough parts. Give 'em a try for all the computer game info and news you could ever want! See, a little shameless self-promotion never hurt anyone!

This month's letter column was brought to you by Mike Forassiepi, EGM Assistant Editor and all-around nice guy. (Just don't get him started on politics—jeesh, the guy won't ever shut up!) When not reading your interesting anecdotes, Mike can often be found whetting his whistle at the local watering hole reminiscing about old video games and drooling on other bar patrons.

$ EASY $ MONEY

EGM BRINGS YOU BIG SAVINGS EACH AND EVERY MONTH!

Take advantage of exclusive savings from Atari, Activision, Koei and Sport Accolade. The number one provider of info on the video game industry goes one more step to give you savings on the games themselves!

• Atari Jaguar

The 64 Bit Atari Jaguar Interactive Multimedia Entertainment System delivers unprecedented animation speed, true color graphics and stereo CD quality sound and is the most technologically advanced home video game system on the market today. With 64 Bit processing power, the Jaguar delivers colors that are brighter more realistic, coupled with unparalleled overall processing speed that makes objects in motion appear much smoother on the screen. Now, when you buy the 64 Bit Atari Jaguar, with this special limited time mail in offer, you get a free game cartridge (either Tempest 2000 or Wolfenstein 3D) and a free extra controller... an $85.00 Retail Value!

• Activision's Pitfall

Activision's *Pitfall: The Mayan Adventure* breaks new ground with an all new adventure based on the legendary title. The new generation of game players will join "HJ" (Harry Jr.) in 14 non-linear levels as he aims his power sling, runs, jumps, bungees, and zips through the Mayan jungle, warding off possessed animals and magical Mayan warrior spirits in order to rescue his kidnapped father. Old Pitfall fans will especially enjoy uncovering an exact replica of the original Atari 2600 *Pitfall!* in a hidden level of the new game.

• Koei's Aerobiz Supersonic

It's the beginning of the 21st century and competition in the airline industry is heating up. As a young, ambitious CEO, it's up to you to make sure your airline is a survivor and not just another casualty. To succeed, you will have to make some though decisions including where to fly, which planes to purchase and how to attract visitors to the cities you service. Your goal: to differentiate your airline from the rest while still turning a profit.

• Sport Accolade's Barkley Shut Up and Jam 2

You can keep your indoor, shiny-floor, Hollywood cocktail party. Because Charles has got a game for real players... streetball like they play downtown. In this game, you're up against the toughest blacktop players you've ever met. If you want to play in Charles' house, you gotta put it all on the line. With more than 25 high-flying jams to master and dozens of intense control pad moves, this is the only 2-on-2 game that will take you hours to master.

FREE GAME and GAME CONTROLLER OFFER!

Buy a 64-Bit Atari Jaguar with Cybermorph (J-8001) and get one of these HOT Jaguar Game Cartridges and a Game Controller FREE! While quantities last!

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ACTIVISION

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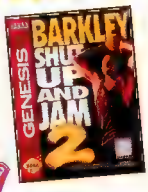
TAKE IT TO THE HOOP WITH SPORT ACCOLADE!



Barkley Shut Up and Jam2

For a limited time, when you buy *Barkley Shut Up and Jam2* for your Sega™ Genesis™, you can get a Sport Accolade T-Shirt for Free! A $10.00 VALUE!

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Game value ($59.99). Game controller value ($24.99). Receive by mail when you buy a Jaguar with Cybermorph (J-8001) video game system. Mail this coupon, Jaguar video game system proof-of-purchase and store receipt dated January 30, 1995 - May 3, 1995 to:

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P.O. Box 61657
Sunnyvale, CA 94089-1657

Name (please print) _____

Address _____

City _____ State _____ Zip Code _____

Phone _____ Store Name & Location _____

Age _____ ❑ Male ❑ Female (Check one)

Check your first game choice below:

___Tempest 2000™

___Wolfenstein 3d™

GCEGM

Proof-of-purchase (UPC Symbol) and original store receipt dated 1-30-95 through 5-3-95 must accompany this coupon (no facsimiles accepted) to receive free game and controller. Offer runs through 5-3-95 or while supplies last (coupons must be postmarked by 5-17-95). Not to be combined with any other offer. Atari reserves the right to substitute a game cartridge of equal value if necessary. Offer only available in USA. Void where prohibited. Please allow 2 to 6 weeks for delivery. © 1995 Atari Corporation. All rights reserved.

To receive your $15 rebate by mail, buy any Pitfall: The Mayan Adventure video game (SNES, Sega Genesis or Sega CD). Send this completed form, your original store identified cash register receipt dated 2-15-95 through 5-15-95, and the UPC code from the game's box to:

PITFALL Rebate Offer, P.O. Box 52981, Dept. 4982, Phoenix, AZ 85072-2981

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LIMIT ONE $15 PITFALL REBATE PER NAME OR ADDRESS. Valid only on purchases made between February 15, 1995 and May 15, 1995. Offer good only in the U.S. and Canada. Offer void where prohibited, taxed or restricted by law. Not valid with any other offer. Allow 6-8 weeks for receipt of your rebate. Offer expires June 30, 1995. Pitfall! and Activision are registered trademarks and Pitfall: The Mayan Adventure is a trademark of Activision, Inc. All other products or brand names are property of their respective holders. All rights reserved.

EGM-CP

Just purchase *Aerobiz Supersonic* at your favorite retailer and send in your original dated sales receipt, a copy of the UPC bar code from your *Aerobiz Supersonic* package, and this completed rebate coupon to:

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c/o Aerobiz Supersonic Rebate Offer
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Just purchase *Barkley Shut Up and Jam 2* at your favorite retailer and send in your **original** dated sales receipt, a copy of the UPC bar code from your *Barkley Shut Up and Jam 2* package, and this completed rebate coupon to:

Sport Accolade T-Shirt Offer
PO Box 1946
Cupertino, CA 95015-1946

Name _____

Address _____

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Limit one Barkley Shut Up and Jam 2 coupon per customer, per household. No other discount promotion may be used in conjunction with this offer. This coupon, Barkley Shut Up and Jam 2 UPC code, and the **original** sales receipt (dated between 4/1/95 and 5/31/95) must accompany your T-Shirt request. Accolade assumes no responsibility for lost, late, illegible, incomplete or postage due mail. No rainchecks. Offer valid in the USA and Canada only. Offer void where prohibited, taxed, or otherwise restricted by law. Rebate request must be postmarked by June 30, 1995. Please allow 4-6 weeks for delivery. Offer code: BB2EGM

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- Lorenzo Lamas (Renegade)
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- Stan Winston (SFX Mega-King)
- Garrett Wang (Star Trek: Voyager)
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- Wolverine and more!

•Guests and time are subject to change. Guests appear once during the weekend (except for Mark Hamill who appears both days). Appearances are scheduled from 10AM to 6PM daily

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Ogre Battle™

March of the Black Queen

It's been 24 years since the Zetegenian Empire first subdued the Kingdoms of Zenobia with a wrath of fear and bloodshed.
You are the leader of a rag tag band of rebels who have fought to preserve the last shred of honor in this desperate time of treachery.
This sets the somber scene for Ogre Battle, the latest in the superb line of fantasy role playing and simulation sagas from Enix.

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*** Over 25 huge new areas to explore and conquer.**
Each stage contains many secret items, characters and enemies to challenge players from novice to the advanced.

*** Real animation battle.**
Each character is animated with incredible detail. Special effects that fill the whole screen, plus amazing color and sound.

*** Multiple story lines and endings.**
Ogre Battle offers replay value like no other game before it. Each decision leads you on a new and exciting adventure. Try to unlock the secrets to uncover the perfect ending.

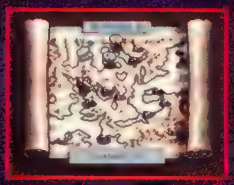
Over 75 unique and impressive characters wait to join the rebellion. It is up to you to locate the most powerful and persuade them to join your party.

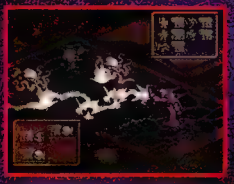
Don't just take our word for it...

"Ogre Battle is a graphical, musical, and strategic tour-de-force! All of the battles are fully animated, to a level surpassing Final Fantasy 3, and this title's only 12 Meg! In the months to come, we'll have more on Ogre Battle. Until then, Strategy and RPG fans gaze at these shots and reserve a couple of weeks in March for an incredible experience!"
- GAME FAN MAGAZINE 1/95

"Ogre Battle combines role-playing elements with war simulations to create a great adventure... The graphics are surprisingly good, with lots of details. The interface is simple, so you can hop right into the game."
- EGM 12/94

"The industry needs more games like this!"
EGM 12/94





ENIX AMERICA CORPORATION
2679 151 st Place N.E.
Redmond, WA 98052-5522

PRESS START

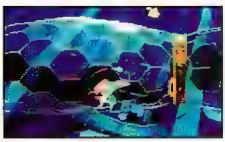
SEGA CHANNEL IS OFF TO THE RACES

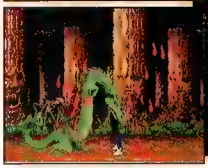
Sega Channel held their first on-line contest recently. In the Great Earthworm Jim Race, subscribers had a chance to test their skills by racing against players from across the country in a special version of Earthworm Jim put together by the Shiny Entertainment team and Playmates Interactive Entertainment. The first 200 gamers who reached the hidden room buried deep within the Earthworm Jim game saw a 1-800 number and a secret code displayed on their screen. If they called the special number and gave the operator the secret code, they won one of four great prizes.

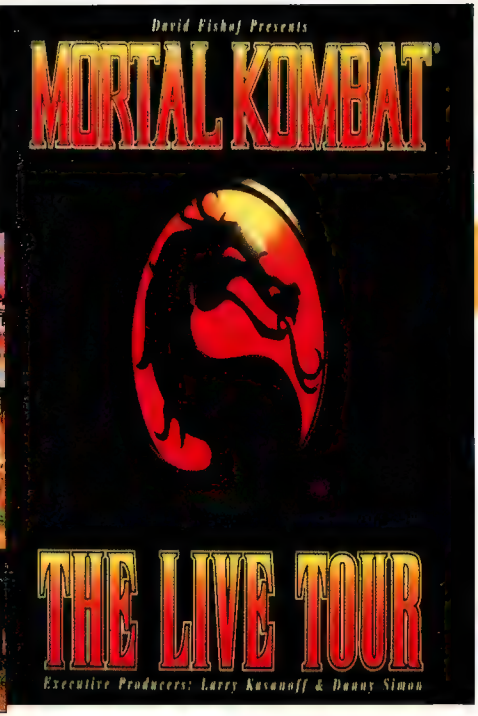
Vince Salvi, 21, of Pittsburgh, PA, won the contest by creaming the competition in a playing time of under 40 minutes.

"I've been a subscriber to the Sega Channel since it came to town, and was really psyched when I found out about the contest. I play Earthworm Jim all the time. This special version was really 'phat' and a little harder than the original, so I was blown away when I found out that I had won," Salvi said.

For his victory, Vince Salvi won a trip to Shiny's Laguna Beach headquarters to look around Earthworm Jim's inner sanctum and talk with members of the Shiny team.







MORTAL KOMBAT ARENA SHOW TO HIT THE ROAD THIS JUNE

What could very well be the most popular fighting game of all time is being made into the theatrical event of the decade. Gamers get ready for MORTAL KOMBAT: THE ARENA SHOW.

The idea came from a phone call between Larry Kasanoff, producer of *Mortal Kombat: The Movie* and world-renowned, live-show producer David Fishof.

"At first when Larry and I began talking about putting the project together, I wasn't too sure that I wanted to do the project. But when I went home that night I talked to my son Josh and I asked him what he thought about Mortal Kombat. He told me that he and his friends follow the games and are very interested in and overwhelmed by the entire Mortal Kombat story line. I was encouraged by my son's comments and that's when I decided the Arena Show would be a great idea and something we should pursue," Fishof said. "This tour will be unlike anything ever seen before; there will be magic and interaction with the audience. After each match, audience members will be able to vote and determine the outcome of each show using a specially designed device made by Nocturn and Sony just for the Mortal Kombat live arena show."

"The members of the audience will decide whether they would like to see a Babality, Friendship Fatality or some new special moves that are being added to Mortal Kombat III.

"Ed Boon and John Tobias of Williams have made special codes for Mortal Kombat III, exclusive to the tour. Not only will fans of the game who attend the tour have a chance to play Mortal Kombat III on a huge screen before the performance, but they will also be able to learn exclusive codes that will help them find hidden items and perform super moves. These will only be given out during the Mortal Kombat: The Live Tour as it makes its way across the country."

The show will be making its

MK TOUR UPDATE

START DATE: Blue team will perform June 22 at the Paramount Theatre, Madison Sq. Gardan, NY.

TOUR INFO: A Red Team and a Blue team will visit over 200 cities in the United States, Canada, Mexico, Europe and Japan.

CHARACTERS: Liu Kang, Johnny Cage, Sonya Blade, Kano, Kitana, Jax, Mileena, Shang Tsung, Goro. Plus there is a possibility that new characters from Mortal Kombat III will be included in the tour. Plans are still being firmed-up at press time.

TICKET PRICES: Ticket prices will start at $10 each.

way to your neck of the woods in what will be the first live show based exclusively on a video game and the live audience participation will also be a first.

The tour will start in June and feature one of the most extensive cross-promotional packages in the history of live tours.

The Mortal Kombat franchise extends to over 50 licenses and features such big names as Acclaim, Tiger Electronics, Malibu Comics, Berkeley Books and Hasbro. The companies will not only be sponsors, but they will feature show information on their toy packaging.

"The Mortal Kombat Live Tour will be based on the world's best-selling video game, which to date has sold in excess of 7 million copies and has made close to $500,000 overall.

Mortal Kombat III is the third video game in the Mortal Kombat series and will be initially released sometime this summer on the Sony PlayStation, distributed by Sony Electronic Entertainment.

David Fishof is currently speaking with sponsors and putting together the $2.5 million show and plans to take the tour to 100-plus cities. State-of-the-art special effects, lasers and illusions from some of the world's best magicians are a few of the things that are planned.

For instance, you may remember last Thanksgiving when a master illusionist made the Space Shuttle disappear in a big-time network magic show. Franz Harary, the illusionist who made it happen, is being recruited for the show along with more than 20 martial artists, some of whom were in the Mortal Kombat Movie and a few who played the parts of the characters in the video game versions of Mortal Kombat II and Mortal Kombat III.

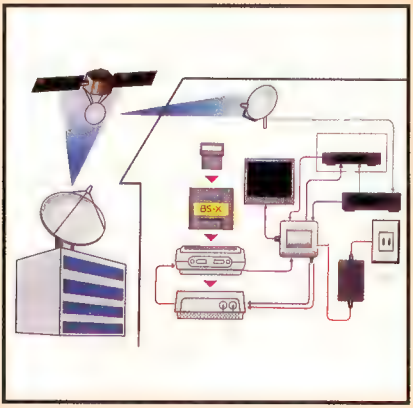
The Mortal Kombat Arena Show is being co-executive produced by Danny Simon and Larry Kasanoff, producer of *Mortal Kombat: The Movie.* The show will be directed by Jeff Lee, director of such hits as *Joseph and The Amazing Technicolor Dreamcoat* and *Cats.*

David Fishof is responsible for some of the most lucrative tours in the industry, including The Monkees Reunion Tour, the Dirty Dancing Concert Tour, Ringo Starr and his All-Star Band and The American Gladiators Live Tour.

He's currently planning several cross-promotional tie-ins with the numerous current and ever-increasing Mortal Kombat opportunities.

Discount coupons for the tour will be packaged with Mortal Kombat home video products and tag lines for the live show will run on the arcade versions of the game. Over 50,000 Mortal Kombat arcade units are in entertainment centers around the world and now the legend of the ultimate fighting battle is on its way to your home town.

We will be tracking the show's every movement, from when the actors step on stage for their first performance to when the show will be coming to your area. Keep it here for the latest tour information.



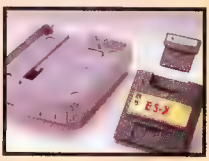
NINTENDO GAMING VIA SATELLITE NEWEST THING TO HIT JAPAN

Nintendo and St. Giga (better known as Satellite Digital Music Broadcasting Group) announced that the world's first satellite data transmission system called Super Famicom Broadcast is being implemented in Japan and will begin broadcasting April 23.

The system works using a Broadcast Satellite (BS) system–you must be living in Japan and have a BS tuner and BS antenna dish. The set supplied by Nintendo includes Satellaview main unit, Satellaview AV Selector, AC power adapter, power relay box (this will supply power to the SFC game system), SFC Cassette and memory pack. All this costs 18,000 Yen ($200 in U.S.) and will only be available by mail-order through Nintendo.

St. Giga is a pay radio station that broadcasts CD-quality music on a BS channel. Programming for the system will be provided free of charge between the hours of 4 p.m. and 7 p.m. The service information will include audio information, text and still video images as well as game data. The data will be recorded onto the cassette's memory and/or memory pack for play or to view on the television. The cassette contains 4 Mbits of RAM and 256 Kbit SRAM for backup. Into this cassette the 8 Mbit memory pack is inserted.

The Satellaview unit sits underneath the Super Famicom (Super NES) and is connected to the Super Famicom using the optional I/O port that hasn't been used by the Super Famicom until now. Nintendo of America is watching the service closely.



PRESS START

EWJ CARTOON IN THE WORKS

Shiny Entertainment has a new hook for their Earthworm Jim character. The Earthworm Jim cartoon series will air on the new Warner Bros. Kids Network. Earthworm Jim creator David Perry is hopeful kids will take to the new cartoon series just like they took to the game.

The series will have a few surprises and some new characters that David hinted could possibly be in Earthworm Jim 2.

The cartoon will be produced by a team of animators headed by Jim Graziano, head of production for Universal Cartoon Studios.

"*Earthworm Jim* is a manic, fun show in the tradition of classic cartoons such as *Rocky and Bullwinkle.* We feel strongly that this show with its family of characters has tremendous break-out potential," noted Jeff Segal, president of Universal Family Entertainment and Universal Cartoon Studios. "We are pleased to be a part of the Kids WB launch.

Fans of Earthworm Jim will have another chance to see him in action when he stars in the sequel to his popular game.

THE HOT NUMBER

1,000,000,000

The number of retail dollars reportedly made off of the sales of Mortal Kombat video games, products and licensed merchandise.

TAKIN' IT TO THE HOOP WITH DIGITAL PICTURES

As part of a major marketing effort, Digital Pictures has started a toll-free telephone call-in promotion aimed at both CD-ROM gamers and computer platform owners. Consumers can call 1(800) 292-4545 and they will be sent a free 20-minute behind-the-scenes video presentation which shows just what goes into the making of a Digital Pictures unique full-motion, live-action CD-

• Slam City with Scottie Pippen and Supreme Warrior are highlighted on the tape.

ROM title. In addition to the free videotape, consumers will receive a $5 rebate coupon for any of Digital Pictures' CD-ROM game products.

The free videotape and coupon offer will run through June 1, 1995. The rebate coupons will be valid through August 15, 1995. Highlighting the unique points that characterize Digital Pictures' titles, this MTV-style video presentation offers a behind-the-scenes look at the creation of the company's most popular, full-motion titles.

ALL ABOARD THE CRYSTAL DYNAMICS' GEX EXPRESS

Get ready to catch that lizard. There's a lizard on the loose and GEX is about to take the gaming world by storm. The hottest gaming license to hit the 3DO since Street Fighter Turbo Edition is slamming into the 3DO head-on, like a runaway freight train, picking up fans for the 3DO as it passes. You'll need a ticket to ride on this fast-moving train and it will be available free for a limited time as a pack-in for buyers of the Panasonic REAL 3DO Interactive system beginning in April.

Until GEX is ready, gamers will receive a free copy of Crystal Dynamics' Total Eclipse at the time of purchase, plus a coupon for a free copy of GEX by mail.

GEX, from Crystal Dynamics, lets players control the adventures of a hyperactive gecko lizard, brought to life by the digitized voice of comedian Dana Gould, star of his own HBO Comedy Special. This 3-D lizard tosses out one-liners, shimmies up and down buildings with his suction-cupped paws and tailwhips the bad guys to get out of trouble as he tries to escape the Media Dimension—a land where pop culture, B movies and cheesy television shows reign supreme. The game features photorealistic, hand-rendered backgrounds and smooth character animations.

"GEX has a star quality that's bound to make him the leading character on the video game scene," said Gene Kelsey, assistant general manager of Panasonic.

"Crystal has been at the forefront in the development of 3DO software, and this unique game justifies their reputation as a 32-Bit leader.

GEX will be another star character and another all-star attraction for the 3DO.

GET INFO ON THE SONY PLAYSTATION ON-LINE

The Sony Corporation of America recently announced the official launch of Sony Online, the company's new interactive on-line computer service.

Sony joins all of its sister companies in the on-line world. Specifically, Sony Electronic Publishing's World Wide Web (WWW) site offers consumers access to demos and information on current and upcoming video game and computer software releases. Sony Electronic Publishing's site provides users access to five major categories: Red Eye, the video game forum; Brain Candy; an area devoted to nongame-related, multimedia titles; Screening Room, a section specifically on multimedia screen savers; Pipeline, an area for previewing Sony's hot new interactive titles and Back at Us, a suggestion box for users to share their thoughts with the company. Throughout the WWW site, users can download images, audio clips and QuickTime movies, as well as access product highlights, game play tips, game reviews from the top enthusiast publications and product ordering information.

Sony can be reached at www.sony.com on the Internet.

By Todd (Scoop) Mowatt

THE DAWN OF THE METAL AGE.

Engraved, 3-D Prismatic Foil, stamped and laminated on every card in every pack!

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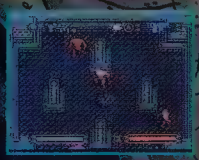
Brandish

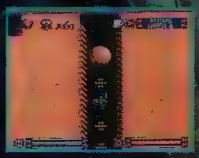
While Some Fantasy Games Just Scratch the Surface, Brandish Unlocks the Underworld!

NOW that you've mastered games like *Breath of Fire*™ and *Brain Lord*!™ we think you're ready for a role-playing game where the sun doesn't shine and the monsters grow big, really big!
In Brandish, you stand accused of murder, being pursued by a fearless bounty hunter looking to collect the reward. About to be captured, you fall into a deep underworld maze filled with dangerous traps and deadly monsters including: giant crabs, headless fist-pounding warriors and fire-spitting gargoyles. With the bounty hunter still hot on your trail, you must navigate your way out of the mazes and back to the surface ASAP. Our only advice: stay alert, well armed and always moving upwards!

- NAVIGATE YOUR WAY THROUGH FIVE TREACHEROUS LEVELS AS YOU FIGHT TO RETURN TO THE SURFACE
- DEFEND YOURSELF AGAINST 55 DIFFERENT MONSTERS FROM THE UNDERWORLD
- KEEP A LOOKOUT FOR TRAPS THAT WILL SEND YOU BACK LEVELS OR TIME WARP YOU TO A NEW LOCATION
- SEEK OUT MORE THAN 50 DIFFERENT ITEMS THAT WILL HELP YOU IN YOUR QUEST
- VISIT THE MAGIC, WEAPONS & ITEM SHOPS FOR USEFUL MERCHANDISE & ADVICE
- SAVE UP TO TWO GAMES AT ANY ONE TIME!



Headless warriors are out to ruin your day



Narrow corridors & rolling boulders are a deadly combo

Some underworld characters give helpful advice for a price

KOEI

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AVAILABLE FOR PC & SNES

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KIDS TO ADULTS
AGES 6+

PC CD-ROM

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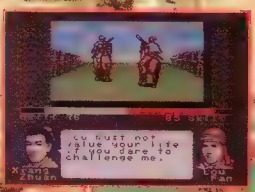
Behind this GREAT WALL

Big Trouble's Brewing!

The year's 206 BC and China's beginning to take shape. The Great Wall just opened to visitors, the writings of Confucius are moving up on the Best Sellers list and two great warriors are about to clash. It's said that the victor has been selected by the heavens to rule all of China. Assuming the role of either great warrior, it's up to you to plot the strategies that will defeat your counterpart and lead the country into the next dynasty. Are you prepared to fulfill the myth now known as Rise of the Phoenix?

- PLAY ONE OF TWO POWERFUL WARRIORS ENGAGED IN A BITTER RIVALRY FOR CONTROL OF CHINA
- BATTLE YOUR OPPONENT IN OPEN FIELDS OR OUTSIDE CITY WALLS
- LAUNCH ATTACKS AGAINST YOUR ENEMIES' STRONGHOLDS USING ARROWS, CATAPULTS & BATTERING RAMS
- CHALLENGE YOUR ADVERSARIES TO ONE-ON-ONE DUELS ATOP HORSEBACK
- SEND UNITS ON SECRET NIGHT ATTACKS, ORDER AMBUSHES & DAM UP RIVERS IN HOPES OF FLOODING ENEMY FORTRESSES
- GO HEAD TO HEAD WITH THE COMPUTER OR CHALLENGE A FRIEND IN HOPES OF CONTROLLING ALL 39 CITIES
- ALL KOEI TITLES HAVE BATTERY BACK-UP TO SAVE GAMES

RISE OF THE PHOENIX™



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SUPER NINTENDO

KIDS TO ADULTS
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AGES 6+

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REVIEW CREW

THE REVIEW CREW

ED semrad

Current Favorites:
Bust-A-Move
Need For Speed
Metal Warriors

Ed brings new meaning to the term 'jet lag' after his recent three-day excursion to Japan. Many hour-long intakes of Bust A Move helped our head ed. maintain his sanity.

DANYON carpenter

Current Favorites:
Return Fire
Need For Speed
Earthworm Jim: SE

Dano was last seen chasing after the garbage truck in an effort to get his Sega CD back. After months of frustration with it, he was donating it to a landfill—then EWJ:SE came along.

AL manuel

Current Favorites:
Metal Warriors
Beyond Oasis
NBA Live '95

After getting helpful pointers from a little friend, Al has been spending time playing Beyond Oasis. Either that or his thumbs are worm to nubs from too many games of NBA Live '95!

SUSHI-X

Current Favorites:
Mortal Kombat III
X-Men Arcade
Toh Shin Den

What can we say? Our pal from the Orient has been eating nothing but rice and bugs to prepare himself for endless Mortal Kombat III matches. Will there be any takers?

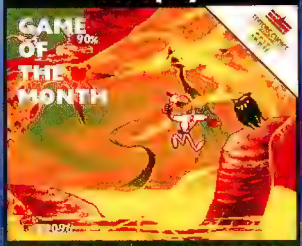
HOW GAMES ARE RATED...

The reviews that are published in *EGM* are created after each gamer on the Review Crew staff plays through the game in its entirety. The Crew then independently writes their reviews based on the quality of the product, originality and challenge (how long it takes to complete), and bases their numerical scoring on a 1 to 10 scale in relation to other titles available for the same system.

sega cd

EARTHWORM JIM
SPECIAL EDITION

interplay



category:	release date:
action	now
challenge:	**back-up:**
moderate	none

ED

I've got to start out by saying that the opening animations are great. This is worth buying if you don't already own EWJ, or renting if you do. The new levels are not as good as old ones, but the changes to the original are pretty cool. The little additions, like more voices and better music enhance this CD. You can even find a new weapon. EWJ: Special Edition is a fun game for the hardcore gamers out there.

DANO

Well, look at this. A game for the Sega CD that's actually worth buying. EWJ isn't just the same old cartridge version with new tunes added. The extra levels alone are worth the purchase and the additional weapon really packs a wallop. Of course, you still get an excellent-playing game with one of the most unique characters around. If you still have that Sega CD, scrape the layers of dust off and have a ball with EWJ:SE!

AL

I'm not big on cartridge-to-CD translations. Most are exactly the same as the cartridge, just with enhanced music, making the game not much of an upgrade. Well, the makers of EWJ obviously feel the same way I do and took care of this game. They added new levels along with the existing ones. New weapons and funny animations have also been included. Jim is deliciously slimier than ever!

SUSHI

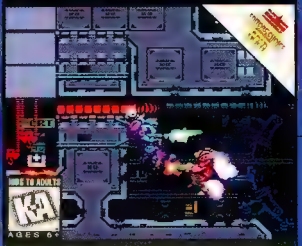
If you liked the cart version, you'll love it on CD! This new version is just that—new. There are new weapons, new levels, new types of animations etc. The good part is that they added all the new stuff in addition to the old. The graphics, game play and sounds are as exciting as they ever were. Hats off to one of the first products to really improve and add new features to a CD translation.

Best Feature:	**More levels**
Worst Feature:	**Is there one?**
Time To Complete:	**Medium**
Also Try:	**DKC, Super Turrican 2**

super nes

METAL WARRIORS

konami



category:	release date:
shooter	Now
challenge:	**back-up:**
hard	none

ED

Konami rarely puts out a bad game, and this one keeps with the general level of quality. While very reminiscent of Cybernator, it's a completely different game. This one is loaded with all sorts of nifty things I like. There's a Battle Mode, you can destroy almost everything and the cinemas are done in a pseudo-Japanimation style. The game play is great, and it's even possible to leave your mechs. This one is hard, but fun to play.

DANO

Although Metal Warriors offers nothing really new in terms of game play, the entire concept is so well executed that the game is just pure fun to play. Looking like a carbon copy of Cybernator, Metal Warriors offers blast-a-helics pure, destructive fun. Just when you think you've seen it all, press the Select button and hop on the mech to explore previously unobtainable areas. A solid game that offers a great challenge.

AL

Mechs, mechs, mechs! Metal Warriors is a mech-lover's delight! This game is loaded with 'em, all with super-duper, high-powered weaponry! While all this is very cool stuff, it isn't the main draw to the game. Like with many good games, players will find the control simple. They'll jump right into this and start blasting away. I won't forget to mention the good graphics, sound, huge stages and interesting story line. Now go buy this game!

SUSHI

The look is reminiscent of Cybernator and that's a very good thing. It has several big mechs to choose from and lots of weapons to help you blast your way through big levels. Sure, the graphics and sounds are good, but the game play is just great. Add good control with plenty to do and shoot and you have yourself a winner. New abilities such as leading your suit and the Two-player Mode make it a must play.

Best Feature:	**Switching mechs**
Worst Feature:	**Not enough cont.**
Time To Complete:	**Long**
Also Try:	**Cybernator**

QUARTERMANN'S CHEAT SHEET

Virtua Fighter 2—the newest hit to the area of fighting games. The latest version includes all the same characters and even adds a couple more! The fighting is intense and the motions are even smoother than the first! Virtua Fighter is the first fighting game that utilizes real-world martial arts moves. Missed the fast action moves? Just replay it. The game also includes some definitely difficult Bosses. But, you should judge for yourself.

AKIRA YUKI

Yoho: ◄ ◄ + Punch

Dai denhosui: ► ◄ ► Punch + Kick

Kai ko: ► Punch + Block

Gai monchochu: Block ◄ + Punch

JACKY BRYANT

Smashing hook: ◄ + Punch

Side hook kick: ◄ + Kick

Beat knuckle: Punch + Kick

Lightning kick: ▼ Punch + Kick Kick x 4

LAU CHAN

Tokukosenkyaku: ◢ Kick

Kukokyaku: ◢ Kick + Block

Chisotai: ◄ ▼ Kick

Jyunhochusho: ◄ ◄ Punch

WOLF HAWKFIELD

Body blow: ► + Punch

Scissor kick: Kick + Block

Drop kick ◢ Kick

Flying knee kick: ► ► Kick + Block

LION RAFALE

Zensotai: ▼ Kick

Jyuchosensho: ▲ Punch

Sentenkukyaku: ◢ Kick

Kosotai: ▼ Kick + Block

Tohososhu: Punch + Block

Sojisenpu: ► Punch + Block

Seninsho: ◄ Punch Punch

Senkyutai: ▼ ▼ Kick

QUARTERMANN'S CHEAT SHEET

Virtua Fighter 2

KAGE-maru

Risenzin: ◄ ► Punch + Kick

Zibashiri: ◄ ◢ ▼ Kick

Genyo: ◄ Kick + Block

Hagaryu: ► ► Kick + Block

SARAH BRYANT

Double kick: ◄ Kick

Tornade kick: ◢ Kick + Block

Round house kick: ▲ Kick

Spinning kick: Kick + Block

PAI CHAN

Senchuken: ◥ Punch

Enzinsenpukyaku: ◄ Kick + Block

Kotankyaku: ► ► Kick

Hienrekkyaku: ◢ Kick Kick

JEFFRY McWILD

Head butt: ► Punch + Kick

Hell stab: ▼ Punch + Kick

Long stomping kick: ► ► Kick

Flying hip attack: Punch + Kick + Block

SHUN DI

Osogeki: ◄ Punch

Rensaigakushu: ► Punch

Gyoshinshutai: ◄ Kick

Chubusotenkyaku: ► ► Kick

Tenshinsoch: Punch + Kick

Senpusotai: ▼ Kick + Block

Zabantetsu: ▼ ▼

Senshi: ◢ Kick

super nes

TRUE LIES

acclaim

category:	release date:
Act. / Shooter	Now
challenge:	**back-up:**
Moderate	Password

This cart really surprised me. I had my doubts about movie games. Instead, I found a first-rate action game. The game play is nice, straightforward, giving you complete control over Arnie. The graphics and audio are also superb. There are plenty of little details that make it stand out. It even has blood and knife, some of the gore is a sort of funny. Even children ghosts grin at watching them not even notice. True Lies is a decent title.

I found the movie quite entertaining and the game to be a fair movie port. True Lies offers plenty of action but most shooter fans will appreciate that after a while the simple concept and gameplay wear away at your patience. There are, however, some special areas that you can shoot to power up on more powerful weaponry. The game isn't a bad game, just be prepared for a relatively mindless shooting spree.

I wasn't expecting much from this movie port-over since I didn't think the movie was that funny anyway. Surprisingly, this isn't a bad game and although it does seem slow-paced at times, there are many enemies to blast and the action keeps coming. There are also several weapons and power-ups in the game. It seems too much of the controls could have been improved.

The movie was never as big a hit as expected, but the game is a lot of fun to play even with its annoying flicking. The action can get a bit repetitive but there are some secret areas and lots of weapons to blow you through the graze-like levels. The best feature of the game is the ability to lock your gun in one position and move. However, if you run out of ammo, you are stuck. Nothing too original, but it's still fun to play.

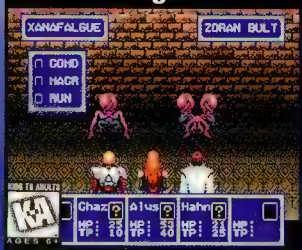
Best Feature:	Lots to shoot at
Worst Feature:	Repetitive
Time To Complete:	Long
Also Try:	Ghoul Patrol, Gauntlet

genesis

PHANTASY STAR IV

END OF THE MILLENNIUM

sega



category:	release date:
RPG	Now
challenge:	**back-up:**
Hard	Battery

I've been waiting for this one for a while! This episode is as good as best described. It's not as good as Part 2, but better than 3. The graphics are bright and colorful, and the audio is really good. The only place PS4 loses it is in the plot department. I couldn't get into the characters and the story twists weren't surprising. However, PS4 is still an excellent title and definitely worth buying. RPGs are great, so try this one!

Having blown through the second and third games, I suppose PS4 as a welcome challenge and was not disappointed. The new battle techniques where you combine master spells was a plus. Everything from the large quest to the many characters will keep you glued to the TV. I know I was for maybe it was the fact that the game costs almost $100 which is a big chunk, but the price will frighten many players away.

When I started PS4, it seemed I wasn't going to enjoy it as the sense of how slow the story develops. It took a while, but I found myself really getting into the game. The graphics, the magic, the controls, the characters and the abilities were all great. On the downside, I thought the graphics should have been updated as less differences and the music was a major disturbance. All in all, a good game for the PS series.

I must admit, from first glance this game just didn't look impressive. It took quite a few hours for the story to progress, but once it did I got involved. This is a good selection of magic, weapons and other assorted things to keep you happy. The only drawbacks were the look of graphics detail and the fact that the music can get annoying. However, this is still a fun RPG with enough game play to get you wrapped up in it.

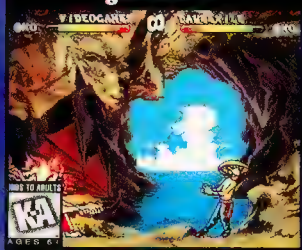
Best Feature:	A long quest
Worst Feature:	Not very different
Time To Complete:	Very long
Also Try:	Phantasy Star II & III

32x

BRUTAL:

UNLEASHED

gametek



category:	release date:
Fighting	Now
challenge:	**back-up:**
Hard	Password

Brutal is a game that "could've been." The graphics and audio of the 32X version are entertaining but the game play lacks the substance most players look for. While it does have some nice features, the inability to earn moves for lack of control makes the more of an advantage to the computer. Animations to moves is choppy with reaction time to it over and over. It looks, sounds and the characters, but it has no play.

Brutal stood apart from other fighting games by having a unique theme of animal moves only adds enough fights. But one major drawback was the control—it's less than perfect. Unfortunately, everything was not perfect in the 32X version except for the control. It's still a chore to perform some of the moves, making it kinda frustrating. Overall, this is the best fighting game available for the 32X, but that's not saying much.

I wasn't too crazy about the 16-Bit versions of this game, so understand when I say that the 32X version is only slightly improved. The only upgrades are obvious in the graphics and music, which are very nice. The thing about Brutal: Unleashed that still pulls the score down is the game play. It still feels sluggish and the special attacks seem difficult to pull off. It's still worth a try, though

This one plays much like its predecessor and that is its only drawback. I love the concept of the animal characters with their own personalities and fighting moves, but the game play is too slow for a fast-paced one. There are a few new characters and movements, but the game play will probably appeal more to the Fighter-type players than Street Fighter fans. Great graphics and sounds round out this average-playing game.

Best Feature:	Unique style
Worst Feature:	Control
Time To Complete:	Medium
Also Try:	Street Fighter II, MK II

32x

METAL HEAD

sega

category:	release date:
Simulation	Now
challenge:	**back-up:**
Hard	None

Metal Head is yet another mediocre 32X title. While the graphics are better than in Genesis game, the sound and game play are below 32-Bit quality. Metal Head moves slowly, and hunting down goody shaped polygons doesn't do it for me. I was sort of hoping for an invasive mech simulator, but this is just average. What's with the video? Have you guys heard of syncing? It's a good idea, but no follow-through

What are the words I'm looking for here ... um oh yes! Help me. Pick up the controller. Run around the city. Blow things up. Sounds like fun. At first I thought it was kinda cool, but the more I played the more I realized that there was just much more to this game. While the graphics will impress you at first, you'll wonder if Sega forgot to animate the jeeps when they blow up. A few words of advice: Try it before you buy it.

Metal Head rally needs work in several areas. First, it needs a dose of the cheesy robot animations of various characters. They all look like bad animatronic robots. Their voices don't even match. Next, the control goes out of whack when you run. It's very difficult to turn precisely. Where you want it's also hard to tell if something in the distance is an enemy or not. This could have been really good, but fell short.

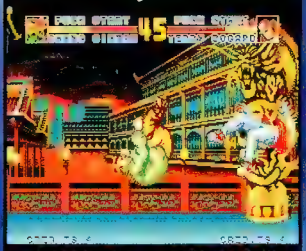
I'm not a big fan of the first-person perspective type of game and this is a good example of why. The graphics are decent but the action is boring. I really appreciate the ability to look, but I don't like running around corridors looking for giant spy-guns to shoot. Also, what's with the headaches? It has a very cheesy futuristic feel about the mission. The game may be someone else's bag, but I prefer more action and animation.

Best Feature: Unique theme
Worst Feature: Overall execution
Time To Complete: Medium
Also Try: Battletech, Iron Soldier

sega cd

FATAL FURY: SPECIAL

jvc



category:	release date:
Fighting	Now
challenge:	**back-up:**
Moderate	None

Having played through every version of Fatal Fury so far, I must say that the translation... lent for translation. The graphics are decent, the music is good and the control isn't too shabby. I would have liked to have more emotion to detail in the sound effects, however. And JVC did a wood job of bringing the home version of the arcade game to the home market. Let's see if they'll bring out Samurai Shodown II!

Despite a few shortcomings, this is a very good home translation of Fatal Fury Special. The sound is good, especially in some of the characters' voices, though garbled. The music, however, is pretty good. The control is good, but do you really favor and pick up a six-button controller anyway. If you've never seen the Neo-Geo version you might want to try this decent fighting game out—it'll be worth it.

FFS brings the arcade experience to the Sega CD. Well, sort of. It's identical in many ways to the Neo-Geo. All the fighters are included with all the stages. The play control is pretty good, resulting in ease of executing the special moves. The music is enhanced by the CD tracks. However, that's where the good points end. The graphics, although very good, are otherwise average. Sounds are poor. A decent game regardless.

The sounds are a little bit weak for CD quality, but other than that the game looks very close to the original Neo version. All of the animations have been faithfully reproduced and moving well. The action does seem a bit sluggish at first, but soon enough you really get into it. Fans of the Neo version may not think it is a game, but as a stand-alone game, it does have plenty of fighters and good response. An above-average fighter.

Best Feature: Good coin-op trans.
Worst Feature: Sounds, video
Time To Complete: Medium
Also Try: Fatal Fury, Fatal Fury 2

sega cd

LORDS OF THUNDER

sega

category:	release date:
Shooter	Now
challenge:	**back-up:**
Moderate	None

Lords of Thunder used to be one of my favorite shooters on the Turbo. The Sega CD version, however, pales in comparison. While the music (excellent!) is the same, the graphics suffer greatly in the color department, really lack. LOT doesn't excite me any longer when compared to today's shoot 'em up games, but it played okay, but ... ed game will be easy. To me, it's only average.

When this came out for the Duo, it was a truly rockin' game. But it just seems ... trying to capture some of that success. The game looks and feels like the Duo version, which is good. But when comparing this to other shooters that have come out recently, Lords of Thunder just doesn't stand up to the competition. Yeah, it's decent, but it isn't that spectacular. It's standard-fare stuff.

Lords of Thunder is a fairly dull game. The levels seem almost identical. The Bosses, although big and menacing, aren't very difficult. As a matter of fact, the whole game isn't very smooth and their attacks aren't showing special effect. They don't even animate much. Furthermore, the music kicks in about a quarter of the way through a level, so you're blasting away with no background music. It's just a slightly above-average shooter.

This game was out long ago for the Turbo Graphix and it shows. Shooters have come a long way since then with a lot more animation and special effects. This game was great at the time but now it has watered down for today's standards. Yet, after playing a bit you must admit that it's a decent shooter. It's not a challenging game, and would probably appeal a lot more to a novice gamer. In today's market, it's average

Best Feature: Good music
Worst Feature: Lackluster enemies
Time To Complete: Medium
Also Try: Android Assault

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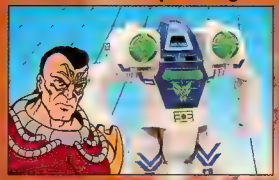
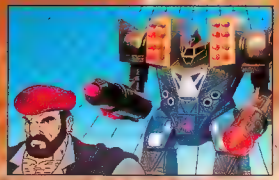


Pytor in Hunchback



Zack Hawkins in Mauler

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sega cd

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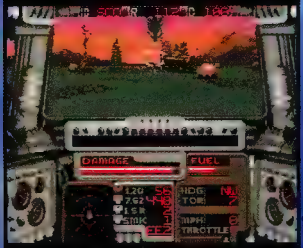


category:	release date:
Simulation	Now
challenge:	**back-up:**
Hard	Internal

I like games like RDF, but there was just too much distraction in a very good game. If there wasn't so much full-motion video (FMV) of better quality, it would improve my review. The missions are adequate variety of them, but you must be truly patient to sit through every one of them. Although I don't think it's possible this could be a really cool co-op simultaneous game. I feel that RDF is only average.

I'm one that can sit down and jam to a great action/war game, and RDF has its ups, but is not without its share of downs. The cyber-dimmed graphics make objects hard to see, especially the ones you want to see. The missions are set drawn out, but the truly awesome are the lengthy waits between them. This is where you can just turn on the TV. You can get into it, and that's where the rewards lie.

All I could do when I played this game was nod disapprovingly. This is a war sim that's good too much on FMV (the bad acting doesn't help much). The missions are so long, that it's easy to lose interest. The controls could have been made simpler. You couldn't accelerate or slow down with the pad instead of a button. After the beginning I like about RDF is the realistic s[illegible]ugh.) And people wonder why I don't like war sims.

At first glance the graphics look very dithered and may push you a lot of potential buyers. There are some decent weapons, but they look so primitive and the game play is about as dull as it gets. Super war sims may be a way to get into this one, but I got tired of Rapid Deployment Force very fast. It could have used a lot of arcade-style work on the animations to keep the pace to keep the action rolling.

Best Feature:	Realistic feeling
Worst Feature:	Digital video
Time To Complete:	Long
Also Try:	Super Battletank

3DO

NEED FOR SPEED

electronic arts

category:	release date:
Driving / Sim.	Now
challenge:	**back-up:**
Moderate	Battery

This is what I call a driving game. This is, by far, the best [illegible] racer for the 3DO [illegible] in many respects to Road Rash. [illegible] better graphics. At first it seemed a little slow, but once you [illegible] got hooked. [illegible] and the first-person view controls well. The replay scenes are [illegible] specially love. I have a special crash. The [illegible] on disc or a sequel soon. I love it!

I don't think I've ever spent more time with a 3DO game (besides Star Control II) than I have with this one. It's going to be *the* standard to beat in 3DO. Spectacular graphics and realistic sounds only heighten the experience. There is just so much to do in this game that you'll find it hard to get bored. Entertainment Mode [illegible] will ... easy. The cars and tracks on the CDs. Do not pass this one up, folks!

Although I'm not a big fan of games with full-motion video, I have to admit [illegible] in this game are quite good with clever [illegible] and edits resembling those from a Playboy video ... err ... [illegible] the babes, [illegible] really [illegible] great. The play is exceptionally good but [illegible] it's still not a bad driving game for the 3DO.

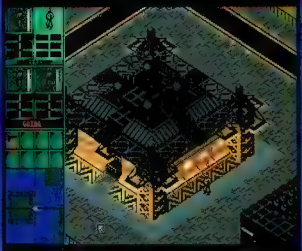
I'm not a big fan of driving games, but this one has a [illegible] racing and full-motion [illegible] to dress it up. The actual driving is [illegible] a first-person perspective and is good, but [illegible] too excessive. The controls well and there is good response. The driving was never great [illegible] to me. However, where NFS [illegible] really shows off is the [illegible] and feel of the interface. Quick cuts and excellent editing make it look hot!

Best Feature:	Just a blast to play
Worst Feature:	Not enough tracks
Time To Complete:	Medium
Also Try:	Road Rash

jaguar

SYNDICATE

ocean



category:	release date:
Act. / Shooter	Now
challenge:	**back-up:**
Hard	Password

This version of Syndicate blows away all the other console [illegible] but doesn't have a level of the computer game. Syndicate is [illegible] sive, [illegible] a scaling [illegible] that is [illegible] ly new. There's a simple problem that Syndicate shares with [illegible] other Jaguar games. It's an attempt [illegible] but [illegible] game play is sacrificed [illegible] It's easier, but it's better than the other home versions, but only an 8.

You're looking at the best home translation of Syndicate [illegible] graphics, sound, [illegible] missions. [illegible] the excellent PC and [illegible] versions to the pixelated [illegible] added bonus of [illegible] adjustable zoom feature [illegible] the Jaguar. The [illegible] does a fair job [illegible] loving the characters [illegible] all the bloody [illegible] make some [illegible] wanted with strategy games, [illegible] you and you love blowing stuff up, Syndicate will do nicely.

On no! Another cross-platform translation! This kind of thing usually doesn't work, [illegible] shows with the Jaguar version of one of [illegible] PC games out there. First off, the lower resolution suffers [illegible] resulting [illegible] of [illegible] characters and [illegible] The controls are [illegible] too complicated [illegible] the Jaguar's [illegible] and could have been simplified. Nonetheless, this is the best Syndicate conversion for all platforms.

This is the best Syndicate translation, but unfortunately this is [illegible] dragging too much. The graphics look very [illegible] and pixilated [illegible] the zoom feature is an excellent [illegible] almost [illegible] because for the [illegible] the PC version was pretty good, and this is one of the [illegible] wish we hadn't used the number pad to [illegible] the controls [illegible] made the game a bit awkward for me.

Best Feature:	Great action
Worst Feature:	Confusing controls
Time To Complete:	Long
Also Try:	JP SNES, True Lies

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jaguar

THEME PARK

ocean

category:	release date:
Simulation	Now
challenge:	**back-up:**
Hard	Battery

I have a thing for amusement parks. I love the thrills, the noise, the chaos. There's just nothing good about creating it all on the small screen, but it's hindered by a couple of notable flaws. First off, the text is very small and difficult and impossible to read without taking a significant amount of eye strain. Second, the control system is confusing. If you have the S-Video cable for clear video, then this game is a blast.

At first glance, this game looks like it could be a real blast, and it is, but you are going to need real patience to get anywhere in the game. First off, the text is incredibly tiny and if you're playing through an RF cable, you better be prepared for eye pain. Second, the menus are a nightmare to navigate. Much at first. Once you get these problems worked out, you'll find Theme Park to be a decent simulation game.

Theme Park is an interesting concept. I like the idea of creating your own amusement park with all the rides, shows and games. It's potentially fun at first, but interest is easily lost because of too many menus that must be accessed in order for you to efficiently run your dream park. Some control over your creation is taken away in subtle ways that are frustrating. Only for the very patient.

I love SimCity-type games and this could be dubbed a sim-theme park. The idea is great with all the many types of sim games that have taught this with a lot of potential. The version plays okay but is awkward and such a pain in the text. Also, the text was extremely hard to read through RF. It's a great simulation, but it's not a game that has more sounds and a quicker, more user-friendly interface. Still, it's a fun game for fans of sims.

Best Feature:	Unlim. possibilities
Worst Feature:	Eye-straining text
Time To Complete:	Long
Also Try:	SimCity

cd-i

LEMMINGS

philips

category:	release date:
Act. / Puzzle	Now
challenge:	**back-up:**
Hard	Password

The Lemmings games have lost their appeal to me. After seeing so many identical versions, the thrills of the original have worn off by itself. Lemmings on the CD-i is an okay game. Many of the puzzles are familiar, and the visuals are nicely done. There is also a cool cinema in the beginning. However, like I've said, this theme is now becoming tired. You'll like it if you only own a CD-i player.

Lemming lovers of the world unite! Okay, maybe not. Lemmings has always been a great game with a long-lasting quality, but having Philips release a game that is five years old seems a bit odd to me (or is it?) more puzzles were included, it would make more sense. The addition of a cute, and slightly animated, cinema is a nice touch, but almost expected for a CD game. If you've never played before, check Lemmings out.

The appeal of these little workers has crossed many platforms over the years, but I have to admit it's getting a little tiring to see the same thing shown again on a different system. The levels found in this game are basically the same and won't be a challenge to those who have already played the Sunny or Don't get me wrong. Lemmings is a good game, but it's no fresh and won't appeal to those who expect something new.

It's getting hard to rate Lemmings since I played the original on a PC what seems like a lifetime ago. Since then it's been done to death on every platform in various degrees. Basically, I love the game, but it's getting a bit old. After playing it numerous times on other systems, this one just seems a bit weak. It's an excellent translation, but I must admit to getting bored with it. If you've never played it, it's a great game, but it has been done to death.

Best Feature:	Cool, new intro
Worst Feature:	Very dated
Time To Complete:	Long
Also Try:	Troddlers, Lost Vikings

game gear

STARGATE

acclaim

category:	release date:
Puzzle	Now
challenge:	**back-up:**
Moderate	Password

I simply loved the movie, and I really looked forward to an action-packed game based on the Egyptian look. Instead, Stargate on the Game Gear is a poor puzzler with no redeeming quality, and confusing game play. I do like the system of pictures of Ra, Horus and Anubis, and the scrolling works well. Now if only the game itself contained some adventure, like all good puzzlers should. The Two-player Mode is a plus.

If it's one thing portable game systems are good for, it's got to be puzzle games. But, Stargate falls far below the standards. I know, I know—puzzle games aren't supposed to be sword-touching, action-packed games, but watching pixel pieces move from one place to another and then some doesn't help the problem much. It's not likely digitized pictures, pretty music and an objective that isn't original in any sense of the word.

Stargate is a good game for only one thing: insomnia. The music is so annoying that I'm forced to turn the volume down so you can concentrate on the game. Once that's done, concentrating is another challenge because the game will come close to inducing sleep. It's a nice concept, where you match symbols with symbols on the gear, a screen that looks like this has been done. Let's see more originality.

This game borrows a few story elements from the movie, but other than that, it isn't an action game. In fact it's a puzzle game along the lines of—Tetris. For a big fan of puzzle games, and I have to admit to not getting into this genre, the graphics and sounds aren't mind-blowing, but the game is an addictive challenge. The time will probably be really in demand. Not for everyone but puzzles fans may dig it.

Best Feature:	Digitized video
Worst Feature:	Music
Time To Complete:	Long
Also Try:	Any of the Tetris series

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Super Game Boy		x	25 Banana Bucks=	
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DKC Sweatshirt	105	S M L XL	x	28 =	
DKC Jacket	106	S M L XL	x	45 =	

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THE EGM HOT 50

Afraid you may have missed EGM's review of your favorite product? Curious as to how good that game in the bargain bin is? With more and more new game releases hitting store shelves every week, that could be a bad thing. Never fear, because the EGM 50 details the Review Crew's rankings of the highest-rated softs from the past year. The games on this list, ranking from one to 50, are listed accordingly. The top eight titles are featured in the sidebars.

RANKING: #1

Sega

Genesis

Sonic 3

Sonic 3 has achieved what few others could. It is a tenfold improvement over all of the other Sonic games with great music, awesome levels, more items and more secret passageways. Sonic 3 is one of the highest rated games in *Electronic Gaming Monthly*'s history. *(March '94)*

AVG. RATING: 9.5

RANKING: #2

Nintendo

Super NES

Donkey Kong Country

This game outperforms a lot of the 32-Bit games out there. It also toasts all the 16-Bit competition. DKC really shows what the 16-Bit systems can do—both in sheer graphic ability and a killer soundtrack that makes you wonder if there's a CD inside your cartridge. It's a winner. *(Nov. '94)*

AVG. RATING: 9.25

Playmates — **Genesis**

Earthworm Jim

One of the coolest games of the year, EWJ has it all. The warped jokes and stunning visual effects place this game in a field of its own. It's a great addition to any game library. *(Oct. '94)*

RANKING: 9 **AVG. RATING: 8.75**

SNK — **Neo•Geo**

The King of Fighters '94

Another totally awesome fighting game from SNK. With 24 characters and tons of special moves, this game is bound to keep you up late on many occasions. *(Nov. '94)*

RANKING: 10 **AVG. RATING: 8.5**

Playmates — **Super NES**

Earthworm Jim

Earthworm Jim is a totally unique character, with plenty of animations and characteristics. With huge, challenging levels and hilarious Bosses, this is a must-have. *(Oct. '94)*

RANKING: 11 **AVG. RATING: 8.5**

Atari — **Jaguar**

Tempest 2000

The best game out for the Jag, Tempest 2000 takes you back to your arcade-hopping days. With a cool, techno score and great graphics, it's a must *(April '94)*

RANKING: 12 **AVG. RATING: 8.5**

Jaleco — **Super NES**

Ignition Factor

In Ignition Factor, you play as a firefighter trying to rescue people. IF is both a strategy- and action-oriented game with decent music and great sound effects. *(March '95)*

RANKING: 13 **AVG. RATING: 8.25**

Atlus — **Super NES**

Pieces

Another excellent puzzle game, this one's unique ploy is putting jigsaw pieces together. The Two-player Mode really makes this game shine. *(Jan. '95)*

RANKING: 14 **AVG. RATING: 8.25**

Sunsoft — **Genesis**

Zero, the Kamikaze Squirrel

Zero has great graphics with vibrant colors, cool sound, awesome play mechanics and all the moves of Bruce Lee. This is one of the best action carts out for Genesis. *(Dec. '94)*

RANKING: 15 **AVG. RATING: 8.25**

Konami — **Sega CD**

Snatcher

Snatcher is a great title for older audiences. An adventure game with nice graphics and an intricate plot, this one is sure to keep you rooted to your seat. *(Dec. '94)*

RANKING: 16 **AVG. RATING: 8.25**

Acclaim — **Super NES**

Mortal Kombat II

This is the version of Mortal Kombat II to get. It plays almost the same as the arcade with all of the secrets and combos, and most of the audio included. *(Oct. '94)*

RANKING: 17 **AVG. RATING: 8.25**

Capcom — **Super NES**

Demon's Crest

Demon's Crest will probably be one of those sleeper games. The graphics are beautiful and the game control is top-notch. Also, the background music really draws you in. *(Oct. '94)*

RANKING: 18 **AVG. RATING: 8.25**

Crystal Dynamics — **3DO**

Star Control II

One of the best games out for the 3DO, Star Control 2 is a transition that surpasses the PC version. Excellent graphics and sound make this an absolute must-have. *(Oct. '94)*

RANKING: 19 **AVG. RATING: 8.25**

Nintendo — **Game Boy**

Donkey Kong

Donkey Kong is back in this Game Boy variant that gives you more levels, cool cinemas and color using the Super Game Boy adapter. Takes you right back in time. *(Aug. '94)*

RANKING: 20 **AVG. RATING: 8.25**

SNK/Alpha — **Neo•Geo**

World Heroes 2 Jet

This is another great fighting game for the Neo•Geo. The tons of special moves, excellent graphics and top-notch sound make this one of the best fighters around. *(July '94)*

RANKING: 21 **AVG. RATING: 8.25**

Bullet Proof — **Super NES**

Spike McFang

Spike McFang is a huge adventure game similar to Zelda. The twist is that you can pick up partners along the way, but the perspective takes some getting used to. *(June '94)*

RANKING: 22 **AVG. RATING: 8.25**

Experience the Magic. Live the Adventure.

Long ago, in a Land of Five Kingdoms, the amulet known as The Hand was shattered into five pieces and hidden throughout the Far Reaches. Dark magic spread and the evil wizard Torlok began his reign of terror and suffering.

Now, the fate of the Five Kingdoms rests on Lathan, the last of the Argent Kings. Help him fulfill ancient prophecy as you set out on an interactive adventure like nothing before.

From the creator of *Dragon's Lair*™ comes an all new fantasy adventure. With epic animation and a lush score from musicians who are best known for their song arrangements written for Walt Disney Feature Animation; it's an incredible experience for the entire family.

- Different story line each time you play.
- Over 57,000 hand-painted animation cels are captured in full-motion video making this a stunning visual journey.
- Professional voice actors bring the story to life.
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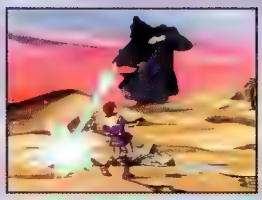

3DO

CD ROM

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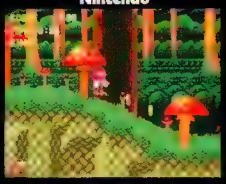
*Coming soon to the 3DO Entertainment System and CD-ROM for Macintosh.

RANKING: #3

Nintendo



Genesis

Sonic & Knuckles

With fantastic graphics, sound and game play, this is one of the best games around for the Genesis. The use of Lock-On technology even helps you drag out those dusty, old Sonic 1 & 2 carts! *(Dec. '94)*

AVG. RATING: 9.25

RANKING: #4

SNK

Neo•Geo

Samurai Shodown II

As the only fighting game in our top eight, Samurai Shodown II earns its place. It is a total improvement over SS1. The graphics and sound are simply amazing while the playability is unmatched. *(Jan. '95)*

AVG. RATING: 9.0

RANKING: #5

Squaresoft

Super NES

Final Fantasy III

Undoubtedly the best RPG on the market, Final Fantasy III has caused insomnia in some of our editors. RPGs with this much depth and realism come once in a blue moon, so don't pass this one up. *(Oct. '94)*

AVG. RATING: 9.0

Takara — Super NES

Fatal Fury 2

Fatal Fury is one of the better fighting games out for the Super NES and a great translation from the arcades with all of the characters, moves, graphics and sound. *(May '94)*

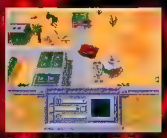
RANKING: 23 **AVG. RATING: 8.25**

Silent Soft — 3DO

Return Fire

Return Fire is a great game that has it all: mass destruction, driving, flying, a classical soundtrack and still more mass destruction. It's a great buy for the 3DO. *(Feb. '95)*

RANKING: 24 **AVG. RATING: 8.0**



Return Fire by S.S.

SSF2T by Panasonic

Panasonic — 3DO

Super Street Fighter II Turbo

A near-perfect translation for the 3DO with arcade-quality graphics and sound, near-perfect control even on the normal 3DO controller, and yes, you can even play Akuma! *(Jan. '95)*

RANKING: 25 **AVG. RATING: 8.0**

Konami — Super NES

Animaniacs

If you love the cartoon, you'll love the game. It has everything: great graphics, killer sound, challenging levels and of course, Yakko, Wacko and Dot. *(Nov. '94)*

RANKING: 26 **AVG. RATING: 8.0**

Virgin — Genesis

The Lion King

An excellent movie-to-game translation, and once again, this one does the animated feature justice. It has knock-out graphics and sound plus challenging game play. *(Nov. '94)*

RANKING: 27 **AVG. RATING: 8.0**

Sony imagesoft — Sega CD

Mickey Mania

This game was totally unexpected. Its graphics and effects will blow you away. It has good play mechanics and great sound. If you love old Disney classics, get this game. *(Nov. '94)*

RANKING: 28 **AVG. RATING: 8.0**

Philips — CD-i

Burn: Cycle

Burn: Cycle is a great interactive mystery that must be seen to be believed. It's hard core cyberpunk with nothing left to the imagination. It's a must for the CD-i. *(Nov. '94)*

RANKING: 29 **AVG. RATING: 8.0**

JVC — Super NES

Super Return of the Jedi

All of you *Star Wars* fans look out because Vader's back. This game has excellent graphics and sound plus some very hard levels that you can't just run through. *(Oct. '94)*

RANKING: 30 **AVG. RATING: 8.0**

Konami — Super NES

Sparkster

This one has it all: huge levels, large Bosses, outstanding graphics and excellent music. There is plenty of technique to learn and you won't master this in one sitting. *(Oct. '94)*

RANKING: 31 **AVG. RATING: 8.0**

Natsume — Super NES

Wild Guns

One of the best shoot-'em-ups for the Super NES. The Two-player Simultaneous Option and very challenging levels make this one a real blast. It's a good product overall. *(Oct. '94)*

RANKING: 32 **AVG. RATING: 8.0**

Nintendo — Super NES

Tetris 2

More of the same Tetris fun. If you loved the first, then this is the sequel for you. The Two-player Mode is an absolute addictive blast and will keep a pair up all night. *(Oct. '94)*

RANKING: 33 **AVG. RATING: 8.0**

Interplay — Super NES

BlackThorne

This is the perfect blend of mystery, strategy and action. The animation is excellent and the graphics are superb. The dark background adds to the mystery. *(Sept. '94)*

RANKING: 34 **AVG. RATING: 8.0**

Blackthorne by Intply.

R-Type III by Jaleco

Jaleco — Super NES

R-Type III

R-Type III is quite possibly one of the best shooters ever produced. Huge levels, deadly Bosses and an overall difficult game make it an excellent purchase. *(Sept. '94)*

RANKING: 35 **AVG. RATING: 8.0**

Interplay — 3DO

Alone in the Dark

Another excellent PC translation for the 3DO, featuring excellent graphics and sound. Also, it's much more strategy-oriented. Playing as a man or woman is a nice touch. *(Sept. '94)*

RANKING: 36 **AVG. RATING: 8.0**

Your Fighting Combinations Don't Even Come Close To Ours.

amazing kills to new p
moving tactics can be a fatal combination.
But not ours. As before, in this, introducing Fatal
Fury 3, Legend of the Hungry Wolf, the first, true, perfect
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characters in their true intent. The amazing Japanese animated
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RANKING: #6

Nintendo

Super NES

Super Metroid

The great, 8-Bit classic makes its way to the Super NES. Super Metroid is even more addictive than the original. With great graphics and music, plus all of the weapons that you can get is way cool. *(June '94)*

AVG. RATING: 9.0

RANKING: #7

Acclaim

Super NES

NBA Jam

As one of the most popular games in the arcades, NBA Jam has made its way to the home systems. It's no surprise that it's here. It offers great graphics and cool sound. See if you can master it. *(Feb. '94)*

AVG. RATING: 9.0

RANKING: #8

Capcom

Super NES

Mega Man X

As the first Mega Man game for the Super NES, this one blows most other action games out of the water. It has 13 mind-bending levels and lots of secrets to find. If you're a fan, don't pass this one up. *(Jan. '94)*

AVG. RATING: 9.0

Natsume — Super NES

Pocky & Rocky 2

This is one of the best adventure sequels out. The graphics are really good, and the music is cool. The new people are a nice touch: Finding out what they do is half the fun. *(July '94)*

RANKING: 37 **AVG. RATING: 8.0**

SNK — Neo•Geo

Super Side Kicks 2

Here's another great sports game from the guys at SNK. The control is dead-on with intense action. Soccer fans won't be disappointed. Listen to the crowd roar. *(July '94)*

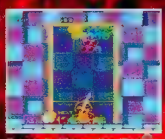
RANKING: 38 **AVG. RATING: 8.0**

Taito — Super NES

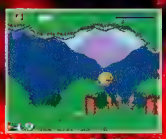
Bust-A-Move

This is a thoroughly enjoyable, addicting puzzle game that relies on reflexes and timing. This game contains solid play instead of flashy graphics and effects. *(March '95)*

RANKING: 39 **AVG. RATING: 7.75**



Bust-A-Move by Taito



Pac-In-Time by Namco

Namco — Super NES

Pac-In-Time

Pac-In-Time has the making of a great game. It combines fast-paced action with puzzle-solving abilities. The graphics and animation make this the best-looking Pac-Man yet. *(March '95)*

RANKING: 40 **AVG. RATING: 7.75**

Atlus — Genesis

Crusade of Centy

Crusade of Centy is one of the best action/RPG games for the Genesis (like the Zelda series on the other system). The control is less refined, and there many plot twists. *(March '95)*

RANKING: 41 **AVG. RATING: 7.75**

Working Designs — Sega CD

Popful Mail

This is a side-scrolling action/RPG. The story is very humorous at times with the help of spoken text. The animated cinemas are excellent and quite funny. *(March '95)*

RANKING: 42 **AVG. RATING: 7.75**

Computer West — Jaguar

Cannon Fodder

As one of the best games out for the Jag, Cannon Fodder is a humorous look at war. The graphics are better than the average Jag games and it's highly addictive. *(March '95)*

RANKING: 43 **AVG. RATING: 7.75**

Psygnosis — Super NES

Lemmings 2

Those lovable critters are back for more action. This title adds some nice twists, like Lemmings with different skills and better-looking graphics. It's a must for Lemming fans. *(Feb. '95)*

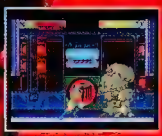
RANKING: 44 **AVG. RATING: 7.75**

Capcom — Super NES

X-Men

Quite possibly the best X-Men game out there. The characters are detailed and have Street Fighter-type control for their special attacks. This game requires lots of skill. *(Jan. '95)*

RANKING: 45 **AVG. RATING: 7.75**



X-Men by Capcom

Ghoul Patrol by JVC

JVC — Super NES

Ghoul Patrol

A worthy sequel to Zombies Ate My Neighbors, the game play is the same, but a few new options are included, like Boss characters and the ability to jump. *(Dec. '94)*

RANKING: 46 **AVG. RATING: 7.75**

Konami — Game Boy

Contra: The Alien Wars

Another excellent Game Boy game. This is an extremely close copy of the Super NES version. This is sure to keep you busy on those long, summer car trips. *(Dec. '94)*

RANKING: 47 **AVG. RATING: 7.75**

Virgin — Super NES

The Lion King

It looks and sounds like the movie but lacks the intensity of Virgin games. The animation is outstanding and the control is good. Overall, it's an above-average action game. *(Nov. '94)*

RANKING: 48 **AVG. RATING: 7.75**

Activision — Super NES

Pitfall: The Mayan Adventure

Fans of the 2600 game will definitely want to see this 16-Bit upgrade. It features great graphics and huge levels with plenty of technique to stay alive. *(Nov. '94)*

RANKING: 49 **AVG. RATING: 7.75**

Panasonic — 3DO

Guardian War

A very strange action/RPG title with above-average graphics. The battle sequences are well executed with plenty of spells and other power-ups for you to acquire. *(Nov. '94)*

RANKING: 50 **AVG. RATING: 7.75**

Average ratings are based on the combined scores of all four Review Crew critics divided by four. Games with identical average ratings are listed in reverse chronological order. Please remember that any resemblance to people living or dead is purely coincidental.

A TRUE SAMURAI FIGHTS WITH DIGNITY AND HONOR.

But that doesn't mean you have to.

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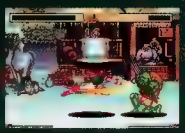
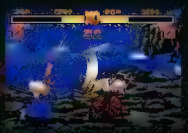


Go back to the end of the 18th century when fighting was for dignity and honor. When style and form was of importance. Of course you don't have to play like that though. Cutting an opponent in half is half the fun. Through the intense graphics and sounds of Sega CD, you'll really think you're back in Feudal Japan!



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Alabama

Cincinnati

Michigan State

Illinois

Maryland

Hmmmm

mmm

mmm

mmmm.

Outlawed in the pros, sure, but in Collegeville the glass comes out when you throw down.

What will Cinderella be wearing to the Big

Duke

Georgia

UNLV

Louisville

Oklahoma State

Wake Forest

Kansas

LSU

Indiana

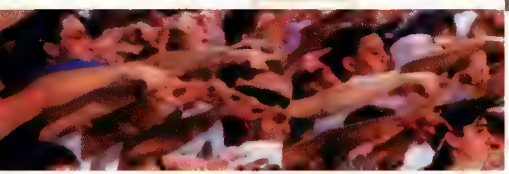
Florida

Georgia Tech

Michigan

Missouri

Design your own tournament with real teams, stats and logos. And who better than Coach K to guide you through the madness?



Virginia

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on-the-fly with over 50 offensive
sets and 14 defensive sets direct
from Professor K's textbook.

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shorts. T-shirts under jerseys.
32 top current teams and 8
all-time championship teams
[complete with afros].

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Arkansas

North Carolina State

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Massachusetts

EA SPORTS.

It's in the game.™

No time left,
national championship on the line,
and the only thing in your way is
King Taunt and his merry band
of chanting idiots.

We were gonna' call
it "The net trimmin'-
glass breakin'-play
makin'-face paintin'-
that's-my-brain-you-
just-jarred-roundball
-matic Hoops game"
but Coach K's name
is on the box better.

Dance

this year?

Wisconsin

Syracuse

Villanova

Arizona

Kentucky

UCLA

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GAMING GOSSIP

...Nintendo Gets Exclusive With Ultra...Killer Instinct 2 Coming Soon ...
The Kong Clan Goes Coin-Op ... PlayStation 2 Is Headed Our Way ...
Earthworm Jim Gets Big-Time ... Namco Gets Chummie With Sony...

...It's time to part the Red Seas of gaming once again with I, the keeper of the Q, back once again from the rumor mill. I've climbed the big mountain and gotten the best gossip in gaming once again, kiddies, straight from the source's mouth. While other so-called gossip evangelists stand on their soap boxes and spew out specs on the Ultra 64 and rewrite gossip that I have written about in the past, the Q delivers yet again with a special edition of gossip set to fill you in on everything the hardware heads have planned for you in the year to come...

...The first bit of big news comes out of the Nintendo Ultra 64 camp. Seems Software Creations out of England is just finishing up the sound tools to create the music for the Ultra 64 development systems and the Ultra 64 itself. Up until now only Acclaim, Software Creations, Williams, Spectrum Holobyte and Rare have had Ultra 64 development kits and for good reason: The kits are loaded with Silicon Graphics Onyx Reality engines clocking these babies' cost upward of $250,000, not the paltry $25,000 others have wrongly stated. Smaller development systems may come in at the $25,000 threshold, but the main system has a nuclear price tag.... The Q-Mann has also learned of a rumor that Nintendo is trying to ram a special provision in their third-party licensee contract through. This contract supposedly states that any company developing for the Ultra 64 will be required to give the machine a 12-month exclusivity window (thereby locking the competition out). The Q doesn't think the provision will stick, unless Nintendo is satisfied with the handful of licensees it currently has.... Another rumor surrounding the Ultra 64 has Nintendo concentrating on software themselves. At least two other companies that the Q has talked with indicate that Nintendo has frozen them out of the licensing fray...

...Still on the subject of the Ultra, Nintendo's Howard Lincoln and Peter Main recently stated during an on-line conference that they were confident about the Ultra 64 hitting stores at the target price tag of under $250 in time for the holidays this year to "blow away the competition." Strong words for something nobody has even seen to be sure.... Switching gears to the softs, the Q-Minator has also learned that Nintendo's currently hard at work on Killer Instinct 2 which they may release as a home version exclusively for the Ultra 64. (Do I hear someone saying pack-in?) Furthermore, the Q has learned from sources close to the development that KI2 may hit store shelves with an incredible 64-Megs of power!... Who's this John DeLancie guy?... The Q has discovered, by way of a few overseas phone calls, that Donkey Kong and his ballcap-loving sidekick Diddy may be making their way to the arcades in the not-too-distant future. Williams has also been involved in talks about using Donkey Kong Jr. and Diddy in an arcade or a pinball adventure. Don't be surprised if you see a DK cartoon show and more licensed merchandise in the not-too-distant future...

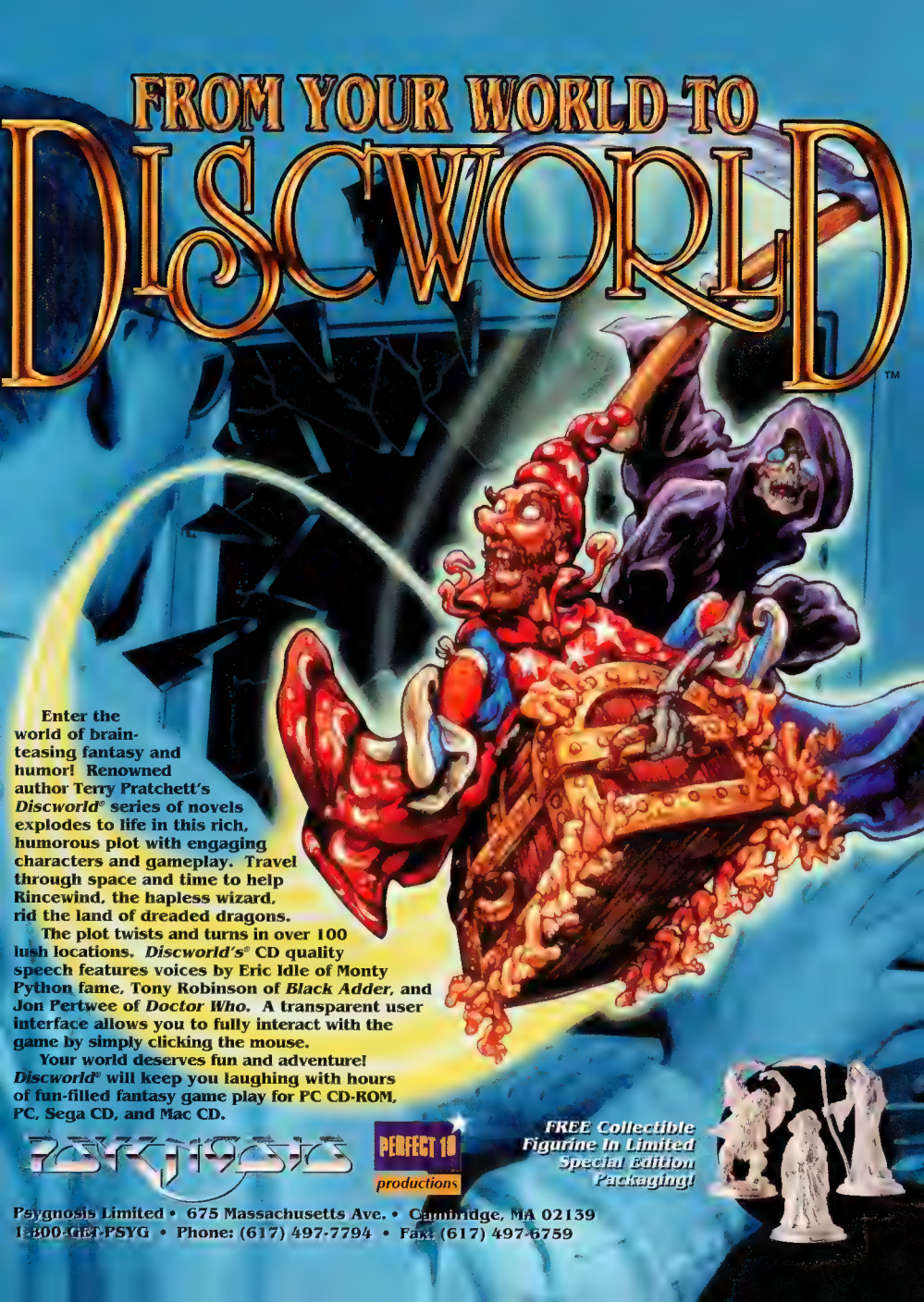
...As Sony readies for the launch of the PlayStation, their tech-heads are slaving over the specs of a new version of the PlayStation tentatively called the PlayStation 2. This new machine (which is profiled in this issue of *EGM*) comes complete with expanded memory and a new feature that will provide users the option to play movie video CDs. The system is scheduled to be released two years after the U.S. PlayStation hits ground zero.... In other PlayStation news, Namco is snuggling up to Sony and acting like a silent partner. They've joined forces with the big 'S' brand name to sharpen their competitive edge and get on a level playing field with Sega, their major competitor in the arcade market.... Staying on the subject of the PS-X, the Q hears that the first 150,000 Japanese PlayStations that didn't melt due to faulty plastic on their components do not have any territorial protection on them, enabling users to load up games from both the U.S. and Japan on the same system!.... The Q hears his cousin Hey-Q is set to deliver a baby Q. Could this be true?...

...In other gossip, the Shiny team is negotiating with Williams about the possibility of making an arcade and/or a pinball game featuring everybody's favorite worm. The dirty worm with super powers will also be blasting his way onto the comic-book scene and he may even be on his way to Hollywood to star in his own motion picture, depending on how well the cartoon series does when it lands on the new Warner Bros. Kids Network this September. A tip of the Q-Mann's sombrero goes to DP and the rest of the Earthworm Jim crew for giving us the next X-Men.... Although Capcom of Japan originally announced that Darkstalkers would be going to the PS-X and that their X-Men coin-op would land on the Sega Saturn (with both machines getting *Street Fighter: The Movie*), the powers that be looked at the demos and fielded angry calls from gamers in the Land of the Rising Sun and have since decided to launch both games for both systems. Also, look for a new Darkstalkers adventure in arcades later this year as well as a Darkstalkers cartoon show in the fall billed as a "comedy-adventure-horror" show. What?...

...Till we part the Red Seas of gaming once again, the Q reminds you to do unto others as you would have them do unto you, unless of course you're playing the Versus Mode on Mortal Kombat III. Later...

QUARTERMANN

FROM YOUR WORLD TO DISCWORLD™



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WINS: 00
90
WINS: 00
MAX
KUNG LAO
←BOON/TOBIAS

WINS: 00
94
WINS: 00

WINS: 00
56
WINS: 00

MORTAL
KOMBAT
III
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MIDWAY
MANUFACTURING

The MK III Kountdown Kontinues!

As the clock ticks away the few remaining weeks until MK III's big release, EGM has got the latest info straight from the makers (Ed Boon and John Tobias). Everything is exposed about the year's most anticipated sequel...

Ever since the first word of Mortal Kombat III reached the ears of gamers, a powder keg of anticipation has been building. MK has always been known as the game of secrets, tricks and hidden surprises, and the expectations for the third are overwhelming. The big question is, "Can the makers of the MK myth deliver a game as big as the hype?"

If you look back to the transition from the original Mortal Kombat to MK II, you know that the masters of MK are capable of just about anything. After talking to Ed Boon, there is no doubt that the jump from two to three will be even larger than the previous upgrade. The new features that will make the latest Mortal Kombat simply *outrageous* will be seen by players in Chicago in early March. One month later, the completed version will be released nationwide—and that's when the rumors will run rampant.

Although MK was one of the first games to draw so much attention and controversy, MKIII will prove that it wasn't the last. Since the first installment and the secret discoveries of hidden moves and secret characters, the mystic of Mortal Kombat was secured. And with new MK mechanics, secrets, and special moves, you can bet the third installment will secure the top spot on charts the moment it's released.

The elements found in this new version are said to be so stunning that other games will be forced to borrow from it. And with the home version virtually guaranteed to rocket Williams to the top, you can bet that the quality and pure presence of MK III will make an impact felt for years to come.

by Howard Grossman and Sushi-X

Reader's MK III Wish List

Thanks for all the letters we received on your MK III suggestions. Here are some of the top ones we got. See you at the arcades!

1. **Different game speeds**
   Brad Johnson
   San Jarinto, CA

2. **Block in the air**
   Andrew McLeod
   Ontario, Canada

3. **Full-motion video winning screens.**
   Alex Mercado
   Bronx, NY

4. **Fatalities on Bosses**
   Michael Wyrick
   Greensboro, NC

5. **Different view points**
   Jason Price
   Brondon, FL

6. **Bring back endurance matches**
   Lee Wooten
   Chichamauga, GA

7. **Change characters after each match**
   Joseph Manzo
   Jersey City, NJ

8. **Close-ups on fatalities**
   Scott Michael Farrey
   Voluntown, CT

9. **Better computer AI**
   David Salgo
   Dix Hills, NY

10. **Counter moves**
    Bill Hamilton
    Burbank, IL

THE REAL STORY

In the first installment, the honorable tournament was turned by the victory of the evil Shang Tsung and his henchbeast Goro. The second battle continued in the Outworld where Shao Kahn sought to destroy the Earth warriors by his own hand. Now the war has come full circle and Earth is the last battleground for the climactic conclusion!

After Shao Kahn's apparent victory in the Outworld, it appeared that the evil ruler would at last be at ease. The one thing he couldn't win back, however, was his dead wife. Long ago the Khan lost his bride and throughout the years he has searched for a way to bring her back, yet even he was unable to do so ...until now. With the help of sorcerers such as Shang Tsung, he has discovered a way to revive her. The only catch is that she cannot be restored in the Outworld. Therefore, Shao Kahn must rip a hole in the dimensional fabric to get to Earth - the one place his wife may be revived.

Needless to say, when the Outworld ruler comes to Earth, he is quick to take control. His first action is to turn our beautiful planet into a replica of the Outworld (which was itself a vibrant planet as well before Kahn's presence). His next evil act as an overseer of Earth is to plot the capture - with the exception of a few - of everyone's soul. The gods (such as Raiden), won't let Shao Kahn take the planet unimpeded. There are certain rules to planet-wide conquest and, consequently, the few who are worthy of the challenge must face Shao Kahn before he overtakes the entire planet. The Khan sends a henchman (who doubles as a Boss) to destroy the remaining few who can oppose his authority.

Outworlder Shao Kahn and his bride take a break after a hard day of destruction. Actually, it's more like a hard day of filming, but both are equally taxing in the world of Mortal Kombat III.

THE EXTRA BUTTON THEORY

EGM was the first to mention the possibility of an extra button being added for the latest MK III, even though many have declared it to be untrue. Now EGM can report that the guessing has come to an end! Players will find an extra button guaranteed to change the way MK III is played. This new button is dubbed the Run button, allowing players to dash back and forth at lightning speeds. The designers reasoning behind adding this button was to keep the action moving at a fast pace. It has long been Ed Boon's goal to stop people from playing a defensive game and force them into the action. This extra speed will help players cover ground as well as accomplish moves more rapidly. Other possible uses for this button will be different moves, such as a quick elbow rather than a slow but strong hit. Players may even find that this button increases the available combination moves, providing extra speed and new types of multi-hit combinations.

MORE SECRETS

Long considered a game of secrets and hidden strategies, the third MK will carry the tradition forward with more surprises than can be believed. The third chapter includes special techniques that will be accessed in a whole new way.

A majority of the secrets will now be performed through the VS screen by entering codes or sequences of buttons or joystick combinations! This screen is sort of like a locker that accepts many different combinations. Each unique code will open the locker, but can reveal something very different. Look for plenty of hidden surprises in the game itself, but the VS screen will be a magic slot machine full of secrets.

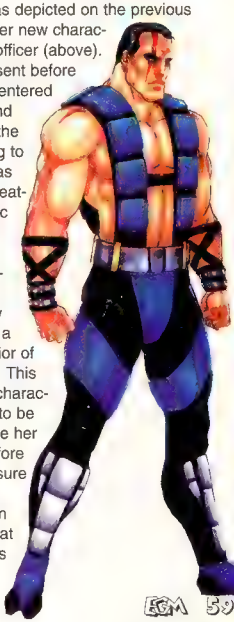
This is the place where tons of secrets will be discovered for a while to come. The VS screen is the primary location for secret codes and untold surprises.

THE WHO'S WHO OF MK III

Mortal Kombat III will now boast the largest cast ever - 14 characters in all. The new crew will be composed of characters from the past as well as seven new ones. The first two warriors date back to the original Mortal Kombat: Kano (played by the original Richard Diviso) and Sonya. As most of you can remember in MK II, they were prisoners of Shao Kahn (shown on the throne stage beside him). Somehow these two adversaries have jumped through the portal Shao Kahn created to come to Earth. Not much is known about these two original favorites except that Kano isn't a warrior chosen to fight for Earth. It appears he has made a side deal to spare himself from the same fate as the others: losing their soul. The next group of five characters are revisions of some of the best from MK II. The first is the familiar Jax with a set of new metal arms. Apparently his original appendiges were torn off by his own fatality, perhaps by his alter ego. The next two combatants are the Shaolin masters Liu Kang and Kung Lao. Liu Kang makes his third appearance (although played by a different actor) and he is ready to fight for honor and peace alongside his Shaolin brother played by the original Kung Lao (Anthony Marquez). Also returning but played by a different actor is the mighty morphing Shang Tsung. Lastly there is the new Sub-Zero. The former ninja has left his deadly clan due to a double cross, however, you can't turn your back on a ninja clan. The Luien Kien clan have dispatched two of their best ninjas to retrieve him. These ninjas are featured in the new game as two of the new characters. (Shown left). They are robotic and endowed with high-tech gear. Both characters have the same look but different colors and attributes, like Reptile and Scorpion. Another new character is a Native American (bottom right corner). He will supposedly have a bow as well as a tomahawk and is a very different character from any seen in the MK universe so far. The next character is a survivor of Shao Kahn's chief henchmen. This ragged warrior is connected to life courtesy of a variety of machanical implants. Speaking of Shao Kahn, his wife is one of the playable characters as depicted on the previous page. Another new character is a riot-officer (above). He was present before Shao Kahn entered the portal and was one of the people trying to keep order as the portal created its chaotic aftermath. Finally, the last and perhaps most exciting new character is a female warrior of Goro's race! This totally new character is going to be animated like her brethren before her. She is sure to be a new favorite in an MK world that may be at its end.

The two, new high-tech ninjas are after Sub-Zero, both in red and yellow.

Joining the cast of the new MK is a totally new character. This riot cop, (named Kurtis Stryker) will have a new set of moves and attacks never seen in an MK game.



SPECIAL FEATURE

Street Fighter Legends

Capcom Remakes The Game That Really Started It All

THE LEGENDS OF *FIGHTING STREET* RETURN!

They all asked for it. They said it wouldn't happen. They were wrong. Who are *they*? What is *it*? They are you, and no, the game, is not Street Fighter III. *It* is Street Fighter Legends and it's ready to bring the MK house down!

So what is this new edition to the SF family? Let's take a trip in time (insert dreamy sound clip here)…

Back in the early fighting era, we had a marvelous game called *Street Fighter*. No "2" on this one, no siree! It was also known as Fighting Street in Japan and on the Turbo CD. You could play as Ryu or Ken, and had the same standard three special attacks: fireball, Hurricane Kick and Dragon Punch. Each hit scored chopped one third off your foe's energy. A well-placed Dragon Punch could wipe out any opponent!

That's all fine and dandy, but what's this new game? Well, recently Capcom of Japan snuck in a tiny preview of the next Street Fighter title on their demo tapes! This title, though not having legible sound, shows off what appears to be a Street Fighter game based on the classic Fighting Street, but with pumped-up graphics and techniques! There isn't much on our clips, but what it shows is amazing. The backgrounds are detailed, digitized images. Each character has a Special Meter that charges up at least three times! Each character has been redrawn. The original Bosses seem to be back in full force; I can account for Adon and Birdie at least. Nash is a new character with Guile-style attacks. Chun Li, Ken, Ryu and Sagat are all featured on the demo in larger-than-life graphics. Sagat now looks like the awesome buff artwork we've seen for years. Adon, the second-to-last Boss from Fighting Street looks meaner than ever, and still has the same reverse Flash Kick that was so deadly before. Birdie, from England, appears to have mutated slightly into a cyberpunk muscle-head.

Not everything has changed, since it is apparent that the special attacks from SSF2 Turbo are intact. Ryu has dash-punches, Ken has crazy kicks and Chun Li's Triple Kick is the same. Hopefully, more of the old *and* new characters made the transition to the hereby dubbed, "SFL" or "SF0." How would Retsu look after all these years? Is Akuma waiting in the shadows? I guess we'll have to wait and see…

RYU HAS AKUMA'S MULTI-HIT HURRICANE KICK!

FACT-FILE

Street Fighter Legends

CPU:
Da brahsa! (Demo tape viewed)

Sound:
There should be. (No sound yet)

Multi-Player Mode:
Obviously at least two players.

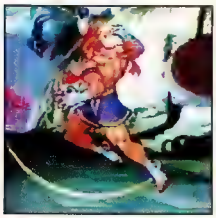
Save Options:
Yeah, right!

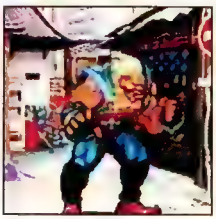
Other Notes:
Demo tape looked great. Original title of Street Fighter Zero was recently changed to Street Fighter Legends.

Release Date:
Hopefully this year. (No info yet)

SOMETHING OLD...

Fans of Fighting Street should recognize these pictures. First, we have Ryu sporting his red hairdo and white headband*. Below right we have Adon, the toughest Boss next to Sagat himself! Below left is a menacing shot of Birdie, the punk from England.





SOMETHING NEW...

You can't have a new game without all-new techniques! Sagat has a rather handy way of dealing with Ryu! Nash (below left) is a new character with Guile-like tendencies. The ever-fashionable Ken now has a ponytail! Not pictured is the triple-power Special Bar!

SOMETHING BORROWED...

If you've played Super Street Fighter II Turbo, you'll remember these popular attacks! Ken still packs a Flaming Dragon Punch and a wide variety of kicks. Ryu's rushing punches are deadlier than ever, and Chun Li's trademark Triple Kick is still hot!

SOMETHING BLUE...

Okay, now the gripes. What happened to Ryu's red shoes from Fighting Street? How did Sagat get the chest scar if this episode takes place during the Fighting Street era? Why does Ken keep getting closer in appearance to *EGM*'s rendition of Sheng Long?

SEPARATED AT BIRTH?!?

THE FINAL QUESTION: WHEN STREET FIGHTER 3?

Alrighty then! I'll bet the one question nagging all of you faithful World Warriors still remains: Where is Street Fighter III? Good question. Let's take a moment and remember that though Street Fighter Legends may not be SF3, it contains many of the features gamers around the world have been begging for, most notably the reappearance of the foes from Fighting Street. This game is what some players have been asking for. Redrawn graphics. New attacks to go with the old. Larger characters. Old enemies with a makeover.

I only wish I could comment more about how amazing it is to see this game come into fruition. Actually, I can. It's not often that a game company quite literally makes a title of this stature based on players' requests and ideas. Sure, many listen to feedback from gamers, but how many build the entire game around those ideas? So if you feel the need to bash or flame Capcom for not bringing out Street Fighter III, keep in mind that they are listening to you.

After seeing these early pictures, I can't wait to see the final game! Of course, that means SF3 would have to be spectacular if Capcom would release this title and not deem it worthy of the SF3 moniker. It appears that the MK series has some competition, and that the lines may pile up in the arcades once again. Just remember this tip: Save a quarter to call your mom. She'll miss you out there...

SPECIAL FEATURE

SPEC SHEET:

PlayStation

CPU:
R3000A 32-Bit RISC chip @ 33MHz 3D Geometry Engine (High-speed matrix calculator): Clearing capacity; 66 MIPS 1.5 million flat-shaded polygons per second. 500,000 texture-mapped and light-sourced polygons per second.

Colors:
16.7 million colors

Resolution:
256x224-640x480. 4,000 8x8 pixel sprites with individual scaling and rotation.

Sound:
ADPCM, 24 channels

Memory:
Main RAM - 16 Mega-Bits
V-RAM - 8 Mega-Bits
Sound RAM - 4 Mega-Bits
CD-ROM Buffer - 256K
Op. System ROM - 4 Mega-Bits
RAM Cards For Data Saving

Speed:
Clearing capacity is 66 MIPS

Other Notes:
Third-party licensees will be bringing out additional controllers and peripherals at the same time as system launch.

Release Dates:
Japan - Sept. '94, U.S. - Sept. '95, Europe - Dec. '95.

Price:
Currently 44,800 yen ($475) in Japan. Estimated U.S. price not established yet but estimated to be from $299 to $400.

Are You Ready For the PlayStation2?

Before the PS-X Even Hits, *EGM* Learns There Is Another...

Never has the hype surrounding the launch of a new game system been as red-hot as the buzz for Sony's impending premiere of the Sony PlayStation mega-machine. Boasting a 32-Bit RISC Processor, special polygon engine and the ability to display millions of graphic characters in over 16 million colors, have left developers eager to dig in with a system they'll be hard pressed to push to the limits. Using a CD-ROM storage medium, the PlayStation is a dream machine for publishers who will no longer have to worry about huge cartridge inventories—or the guesswork associated with estimating how many copies of a particular product will sell. CD-ROMs can be produced in days to whatever order numbers your local retailers place, at a fraction of what Nintendo and Sega charge for cart production.

Recently, however, Sony Computer Entertainment—the company responsible for the launch of the PlayStation around the world—held a meeting that tipped Sony's cards just a bit and gave the gaming industry its first glimpse of Sony's long-term battle plans.

While this meeting was ostensibly held to get current and potential PlayStation developers together to learn some of the ins and outs of the new system, there was hard information about Sony's future blueprints for the PlayStation brand name. In addition to sounding quite confident that there would be no problem getting the PlayStation into the hands of retailers by the proposed September launch date (a fact that *EGM* has independently confirmed with several game-store chains), Sony Europe presenter Ian Hetherington took a few jabs at one of the PlayStation's most outspoken critics, Trip Hawkins. "People look at us as a consumer-electronics company," explained Hetherington, "and some use that 'Sony doesn't know how to' argument. Unfortunately for Trip, I think we do." Hetherington went on to say that he feels 3DO's attempts to obtain a portion of the video-game market have come and gone.

The most stunning news from this introduction, however, was the announcement by Sony that they intend to release a new PlayStation hardware unit in 1997 to upgrade the architecture being introduced this year in PlayStation One. Dubbed the PlayStation Two, this system appears to be poised to introduce a real link between the typical gamer platforms and a true interface with the Information Superhighway. How the system will accomplish this task, whether or not it will be downwardly compatible to PlayStation One games, as well as additional enhancements over Sony's first deck were not discussed, and Sony officials contacted by *EGM* offered no other relevant details.

If that's not enough, Sony also announced that they plan to unveil a PlayStation Three in the year 2003 that will be designed to take them to the year 2011. While one can speculate that a PlayStation Four would subsequently be forthcoming, Sony's confidence (an eight-year user life would set a new record for video games and most other electronic goods) has to be admired.

by Steve Harris

WIN A BRAND NEW SONY PLAYSTATION OR SEGA SATURN!

STD Entertainment needs YOUR help! They've designed three hot INTERACT controllers for the Sony Playstation and Sega Saturn. So, what's the problem? They're at a loss for words... well, actually, for names. STD wants you to name their new generation of gaming controllers. So, now is your chance to call it like you see it. Here's a tip: When you're racking your brain trying to think of cool names, keep in mind that STD is the company that challenges you to PLAY WITH AN ATTITUDE!

3 Grand Prize Winners...

- If we choose your name for our Sony control pad, you'll win a Sony Playstation and two of our Playstation controllers for intense head-to-head competitions!
- If we choose your name for our Saturn control pad, you'll win a Sega Saturn and two of our Saturn controllers for the ultimate gaming experience!!
- If we choose your name for our Saturn joystick, you'll win a Sega Saturn and two of our Saturn joysticks for fast-pasted arcade action in your living room!

3 Runner-Up Prizes...

- A runner-up will be chosen for each of the above categories. If you are chosen as a runner-up, you will win any STD video game accessory.

#1 Sony Playstation Control Pad
Comfortable hand grips, 8 fire buttons, independent auto-fire, slow motion, LED indicator, and an extra long cord provide total control over the tough competition.

#2 Sega Saturn Control Pad
Ergonomic design, 8 fire buttons, independent auto-fire, slow motion, LED indicator, and an extra long cord make this pad a vital threat to any opponent.

#3 Sega Saturn Joystick
Sturdy metal base, 8 fire buttons, arcade layout, semi and hands free independent auto-fire, slow motion, and an extra long cord give you ultimate arcade action in a compact stick.

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Product #1 name: _____
(Playstation pad)

Product #2 name: _____
(Saturn pad)

Product #3 name: _____
(Saturn joystick)

Age: ___

Contest Rules: 1. No Purchase Necessary: To enter, mail the entry form or a standard sized postcard containing your name, address, phone number (please print) parent/guardian's name, age and suggested product name to "Controller Contest" c/o STD Entertainment (USA) Inc. 110 Lakefront Drive, Hunt Valley, MD 21030. No purchase or payment of any money is necessary to enter. One entry per household. Mechanically reproduced entries will not be accepted. Entries must be received and postmarked April 30, 1996. All entries become the property of the Sponsor and will not be acknowledged or returned. Entrants agree that the names submitted pursuant to this contest, whether or not chosen, become the sole property of STD Entertainment (USA), Inc. and entrants agree to make no claim as to ownership rights regarding product names. Sponsor assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. Only one prize per family, organization, or household. 2. Prizes: 3 Grand Prizes: One Sega Saturn system and a pair of new Saturn control pads, or one Sega Saturn system and a pair of new Saturn joysticks, or one Sony PlayStation system and a pair of new PlayStation control pads. Grand Prize has an approximate retail value of $600.00. 7 Prize Prizes: One STD Accessory. Final Prize has an approximate value of $25.00. Winning Contest Names will be determined by STD Entertainment (USA), Inc. in accordance with its current marketing goals and tastes within the industry and in compliance with all laws from all valid entries received by STD Entertainment (USA) Inc. whose decisions are final. Drawing to be held on or about May 10, 1996. All prizes will be awarded. Sponsor will randomly select winners from those entrants who suggested the names intended to be used by the sponsor. Grand Prizes shall be awarded after the release of those systems in the U.S. Sponsor shall determine prizes awarded to winners. Prize winners will be notified by mail. Prizes are non-transferable. No substitution of prizes are allowed, except at the option of Sponsor should the featured prize(s) become unavailable. 5. Odds of Winning: The odds of winning will be determined by number of valid entries received. 6. Eligibility: Sweepstakes open to residents of United States and Canada, Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners of Paid legal purchase shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. By acceptance of prize, winner(s) agrees to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, except prohibited by law. Employees of Sendai Publishing Group, Inc.™ STD Entertainment (USA) Inc. and their respective affiliates are not eligible. Neither Sendai Publishing Group, Inc., STD Entertainment (USA) Inc., nor their affiliates, subsidiaries, divisions, or related companies are responsible for any changes, loses, or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prize agree that all prizes are awarded on the condition that STD Entertainment (USA) Inc. and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes. Winners further acknowledge that said parties have neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee express or implied, in fact or in law, relative to any prize, including but not limited to its quality, mechanical condition or fitness. 8. Winners List: For a list of winners, send a stamped, self-addressed envelope to Name The Controller Contest Winners, c/o STD Entertainment (USA), Inc. 110 Lakefront Drive, Hunt Valley, MD 21030. Requests for winners lists must be received by July 31, 1996. Allow 4 weeks for delivery of winners list. 9. Rights/Limits: Void where prohibited or restricted by law. All federal, state and local regulations apply. 7. Sponsor: This contest not sponsored by ESM or Sendai Publishing Group, Inc. Neither ESM nor Sendai Publishing Group, Inc. shall be liable for any representations contained herein. Contest administered solely by STD Entertainment (USA) Inc. Sega Saturn is a trademark of Sega Enterprises, Ltd. All rights reserved. Sony PlayStation is a trademark of Sony Computer Entertainment. Interact and its logo are trademarks of STD Entertainment (USA) Inc. Patent U.S.A. #1996 STD Entertainment (USA) Inc. All Rights Reserved.

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THE #1 ALL-SEGA VIDEO GAME MAGAZINE

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HEMD9

SPECIAL FEATURE

FATAL FURY 3

◇HOT 1995◇ AMUSEMENT EXPO

FEATURING
TERRY BOGARD
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JOE HIGASHI
MAI SHIRANUI
AND
GEESE HOWARD

INTRODUCING
FRANCO BASH
BOB WILSON
BLUE MARY
HON-FU
AND
MOCHIZUKI SOKAKU

THE LATEST IN THE FATAL FURY SAGA CLOCKS IN AT 266 MEG!

FACT-FILE
Fatal Fury 3

CPU:
The biggest Neo game yet—266-Megs!

Sound:
Yes.

Multi-Player Mode:
No—only head-to-head action.

Save Options:
There is a save feature with the home version and the Memory Card.

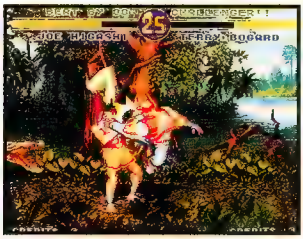
Other Notes:
The Neo•Geo CD version is due sometime in Japan in May.

Release Date:
A tentative release in Japan is slated for late April.

AS FOR THE NEW FIGHTERS...

It's spring again! As the leaves start to bud on the trees, we head back to Japan for the AOU Amusement Expo. This year was loaded with surprises from the usual heavy-hitters. To start off, there was Fatal Fury 3, the latest in the favorite fighter saga from SNK. Just when Samurai Shodown was the Meg king (202 Meg), FF3 comes in at 266! Where Fatal Fury Special had 15 fighters, FF3 drops to a total of 10: five veterans and five brand-new characters. Of the new characters, Bob Wilson is an agile kickboxer; Blue Mary is a street fighter, Hon-Fu uses his trusty nunchackas for his many attacks, Franco Bash relies more on brute force than anything else (just like Big Bear) and finally, Mochizuki, a mysterious man who uses a long staff (he wouldn't happen to be related to Nicotine from Samurai Shodown II?) The most notable change in the game: Instead of simply a foreground and background, there are three fighting fields: front, middle and back! All the characters have been graphically redone, with new backgrounds and new fighting moves that will keep fans coming back for more. The game is slated for a late April release in Japan. Stay tuned to *EGM* for more info!

Mortal foes Geese Howard and Terry Bogard battle it out for fighter supremacy.



This game has three fighting planes: Front, Middle and Rear fields!

AMERICAN AMUSEMENT MACHINE ASSOCIATION

TOUGHMAN EA SPORTS™ TOUGHMAN OF THE YEAR

TOUGHMAN DATA SHEET

NAME: Butter Bean **REAL NAME:** Butter Bean

BUST: Huge **WAIST:** Huge **NECK:** None.

HEIGHT: 6 feet **WEIGHT:** Enough to crush you.

PLATE IN HEAD: Double reinforced steel, two inches thick

TURN-OFFS: People

TURN-ONS: Monster truck rallies, the sensation you get running into a wall head-first, beating people up.

BEST JOB: I was a jack at the tractor pulls.

THING I FEAR LEAST: Gravity

FAVORITE RESTAURANT: Fat Freddy's Hickory Pit.
The $9.99 Eat-Your-Own-Body-Weight Special

IF I WAS AN ANIMAL: I'd be a giraffe.
I always wanted a neck.

FAVORITE FASHION STATEMENT: The nails that hold up my socks.

FAVORITE HANG OUTS: Dark alleys, meat lockers, construction sites

Welcome to the world of legalized manslaughter. The first boxing game for Sega™Genesis™and 32X™ outlandish enough to deliver super knockout punches that you actually control. Toughman Contest™ is loosely based on the original, real-life Toughman Contest and guaranteed to jar the chicklets out of your head.

EA SPORTS

Warning: Due to extreme graphic detail, this is the biggest game cartridge we've ever made. Hey, we had to fit Butter Bean in there.

Try to escape the 14 Power Punches. Popeye Punches, Windmill Wind-ups, and the Butter Bean house special: The Low Blow.

Get hurled out of the ring. Check out the lovely...uh...dress on the ring lady. It's the little things [other than Butter Bean] that count.

24 unique fighters. 5 global venues. You can even customize a tournament up to 8 fighters. Hint: Butter Bean is a two-time Toughman Finalist.

Animated blood and gore

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VAMPIRE HUNTER

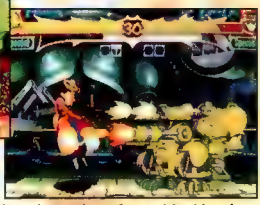
Darkstalkers' Revenge

AMUSEMENT EXPO

New characters, of course! Choose from two new warriors, plus the Bosses and fighters from the first game!

Each character has revamped special moves which knock a substantial amount of life away if connected!

Morrigan uses her special attack against the zombie Lord Raptor.



Following in the tradition of Capcom's X-Men, DS2 has the option of auto blocking for novice Night Warriors.

Victor the Frankenstein is as shocking as ever!

Never underestimate a 1,000-year-old Egyptian mummy!

Jon Talbain is back with a few tricks up his fur.

Feel the earth shake when the Sasquatch takes on Bishamon!

FACT-FILE

VAMPIRE HUNTER

CPU:
N/A
Sound:
Q-Sound
Multiplayer Mode:
Yes
Save Option:
No

Other Notes:
The combination of new characters and improved old ones makes this one a winner!

Release Date:
Date is not definite yet.

Those Street Fighters from the right are back and this time they're hungry for blood! Plunk in your tokens, join the original cast of 10 night warriors and two Bosses and duke it out to victory. There are two new characters added in here as well, which will test your skills to the max.

Night Warriors: Darkstalkers Revenge also has the X-Men arcade option of choosing auto or normal blocking so players of all ages can extract some fun out of it. Graphically, this version is even better than its predecessor which only appeared months ago! All the audio in here makes use of Q-Sound technology, which blasts a three-dimensional wave of sound at the players, really drawing you into the game. Night Warriors should be here soon, so watch for it!

– Tim Davie

明るい運営・楽しいアミューズメント

AOU 1995

AMUSEMENT EXPO

アミューズメント・エキスポ

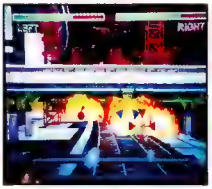
We've shown three of the hottest games at the AOU Show; now it's time for the post-game wrap-up. Look for more extensive coverage in the next EGM, however, for these are no doubt going to become some of the hottest arcade games of the year, and there were so many we didn't have room for. It's very possible that many of these games will also be featured at the AOME Show March 23-25 in Reno, NV. Some interesting news heard at the AOU is that Sega of USA is coming to Japan thanks to Technos. This opens up all kinds of possibilities with Killer Instinct, and maybe even Mortal Kombat III. Although the Japanese aren't as fond of blood and guts as Americans are, a big surprise was what after the great successes of action hit Sushiro Virtua Fighter 1 & 2, Virtua Racing and, most recently Virtua Cop, Sega's next Virtua hit seems to be Virtua... Soccer? Although it looks like the most impressive soccer game yet, sports arcade games don't usually do well in the U.S. It was also a surprise that Capcom would not bring out their newest fighting game, Cyberbots, here in the U.S. I guess they are banking on X-Men and Street Fighter Legends to capture the American market. Street Fighter might pan out to be with all-new looks for the SF II characters and returning characters from the first game like Birdie.

Last of all, Namco looked really hot. Fighting the success of Tekken and Ace Driver, the company is going full force with Cyber Cycles, their most visually impressive driving simulator yet. That's not all. Namco also had Attack of the Zolgear, Galaxian³ theater system that plays like Starblade but has far-surpassing video and sound.

Overall, the AOU was impressive, but it's not until the AOME show that we'll see what's going to hit the U.S. shores.

Rail Chase 2

by SEGA



Rail Chase 2 is a fly-by-the-seat-of-your-pants adventure where you ride in a rail car and fire at bad guys in other cars and at evil pedestrians.

Red Zone

by JALECO

Jaleco's gone all out for this new driving experience. They enlisted the aid of professional drivers to help the realism—and it looks awesome!

Cyberbots

by CAPCOM

This new fighting game will supposedly not hit the States. However, with eight battling robots and graphics rivaling Armored Warriors, this one could do well.

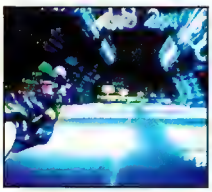
Virtua Striker

by SEGA

That's right, it looks like the next Virtua game will be a soccer simulator. If you're a fan of Virtua technology and soccer, you must give this game a look.

Cyber Cycles

by NAMCO

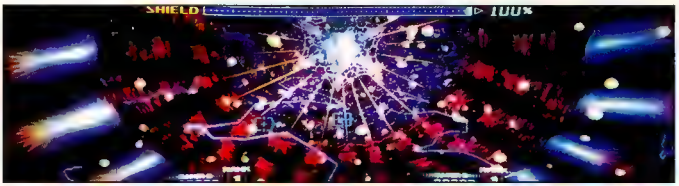


Ace Driver and Ridge Racer on futuristic motorcycles is the premise for this game. This, with Cyber Commando, should lock the Japanese market.

Elevator Action Returns

by TAITO

Anyone remember this one? Taito is hoping to get rich off of nostalgia, and with this game, they just might! Definitely look for more coverage on this winner!



Attack of the Zolgear

by NAMCO

This upgrade to Galaxian³ has a huge, 110-inch video projector and six-player capabilities. Attack of the Zolgear isn't just a new arcade game, it is a Theater 6 Conversion kit.

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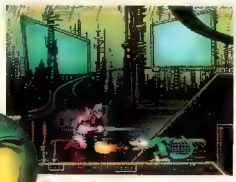
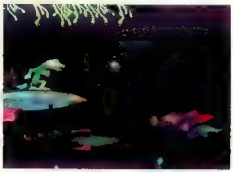


Dana Gould, hyperactive star of his own HBO* cable comedy special, lends tons of digitized voice and attitude to GEX.

3D gecko action, 450 frames of GEX animation, hand-rendered backgrounds and CD-quality sound boost realism to eye-popping proportions.



Each world inspired by either Kung Foo, Shmuck Rogers, that Indiana dude, Boris Carloff, and Rojer Rabbit. *(Legal weasels require we be vague.)*

Call 1-900-737-4767 85¢/min. 18 or older touch-tone phone only to hear Dana Gould's hilarious GEX routines. Yeah, it'll cost you a little, but you'll cough up a lung as he sends you reeling with side-splitting laughter like only a guy who OD'd on 70's TV can.

CRYSTAL DYNAMICS

3DO

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INTERNATIONAL OUTLOOK

WORLD NET

7 GAMES PREVIEWED!!!

INTERNATIONAL NEWS

Yo gamers, here's Nob coming at you with some last-minute updates from the Land of the Rising Yen. It seems enough people squealed about the unavailability of Dark Stalkers (or X-Men) for their chosen 32-Bit system, so Capcom has announced that Saturn will get DS, and PSX will get X-Men after all. No release dates have been announced but both are sure to deliver on Capcom's traditional fighter theme using characters from both cartoon series.

While we're on the subject, Vampyre Hunter, the arcade sequel to DS, will be unveiled at the AOU Show right after this deadline. For news about this monster brawlfest, check out the incredible layouts in *EGM²* #10!

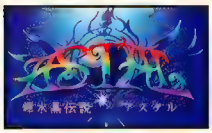
By Nob Ogasawara
Edited By Mike Vallas

Sega has just announced a new RPG called Riglord Saga for Sega Saturn! Check our coverage in *EGM* #10!

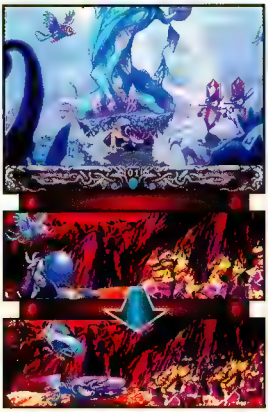
Sega of Japan

Astal

Saturn		1995
Action		Unknown Price

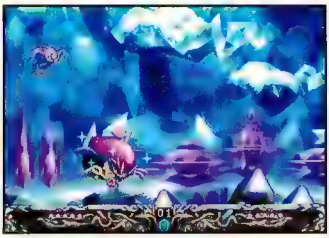


Here's proof that the next level isn't just about polygons and computer graphics. This side-scroller features beautiful graphics that put many TV cartoons to shame. Being the first game of this type for Sega Saturn, Astal uses huge sprites, some filling a third of the screen, that could not be handled by 16-Bit systems. If this one- or-two player game plays half as good as it looks, then it will be a masterpiece!

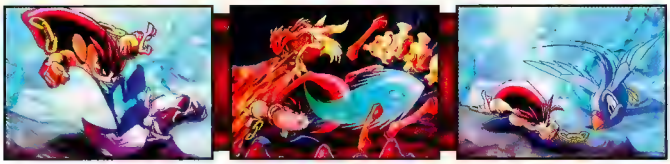


Astal can throw huge trees and perform other incredible feats as well!

Travel through this wondrous land with your great strength and attacking pet bird.



Filled with absolutely breathtaking graphics, Astal shows a future that isn't all polygons!



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CRYSTAL DYNAMICS™

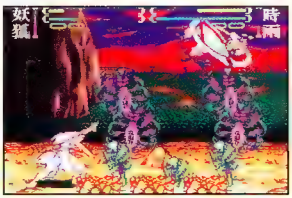
INTERNATIONAL OUTLOOK

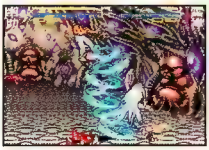
Namco of Japan

YuYu Hakusho Final

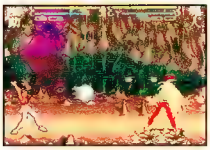
Super Famicom		March 14
Fighting	SUPER FAMICOM	¥9,800

This fighting game is based on the hugely popular manga and anime series. Graphically, YHF is an improvement over the previous version, with more detailed sprites and backgrounds. Power moves and magic spells of the 13 fighters have also been made spectacular.

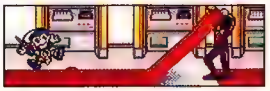




The moves are much more dynamic than the last game.



With at least 13 characters, there will be plenty of variety.

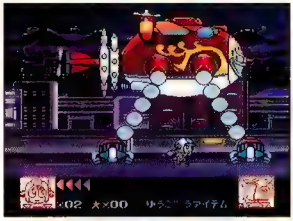


Namco of Japan

Taihoman

Super Famicom		Unknown Release
Action	SUPER FAMICOM	Unknown Price

The robot cop from a popular manga bounces into side-scrolling action! Taihoman is an unbelievably advanced mech who has been designed to combat an inept criminal syndicate. He has the power of 100,000 sumo champions, and the intelligence of a 10-year-old. He can fuse with many devices to gain powers, like a fan to fly, a lighter to spew flames, a battery to zap foes and even a pop machine to bombard enemies with cans of cola!



Big goofy Bosses, like this robot, will meet up with you in this comedic game.

Choose four of six weapons to wage your battle against the aliens.

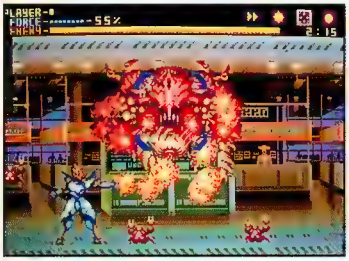
Sega of Japan

Alien Soldier

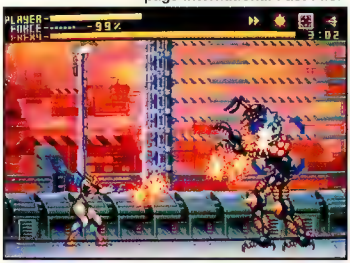
Mega Drive		Now
Action	VIDEO GAME	¥6,800

Treasure, known for Gunstar Heroes and Dynamite Headdy, pulls out all the stops for its latest Mega Drive adventure. The closest comparison is Gunstar, but the atmosphere is much closer to Konami's Contra with a gruesome collection of aliens. As to be expected, there are over 30 huge, multijointed Bosses that are entirely different. The hero can be armed with four of six weapons that can be changed on the fly, giving more depth of play.

Tune in to the next issue of *EGM²* for a fantastic two-page International Fact File!



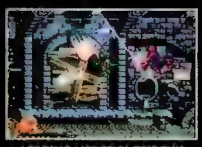
Huge, mutant Bosses will require a large amount of firepower to defeat!



A lot more of those loveable, multijointed Bosses will grace the MD screens.

20 TO 1

THE ODDS ARE AGAINST YOU.



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ADK of Japan

Crossed Swords II

Neo•Geo CD		May 2
Fighting		¥4,800

The sequel to the Neo•Geo original is made specifically for NGCD, so it will skip the arcades and go straight to the home CD system, without any plans for a cartridge version either. The game style remains identical to the first one: Choose one of three characters and take on medieval, mystical foes who have risen again. Changes include the addition of jumping and lateral dashes. In addition, each fighter has command-type power moves!

There are plenty of magical spells to cast in those tight areas where you get trapped!

Like the first game, you can play with a friend in Two-player Mode.

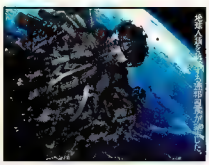
Sega of Japan

Deadluss

Saturn		March 24
Action/RPG		¥7,800

Acting as a rebel for your people's freedom, you must power this armored battle suit. The game is set up Doom-style and is graphically intense!

Similar to "Fatal Labyrinth" for the Genesis, the floors in Deadluss will change every time you play. It's an impressive feature indeed!



Banpresto of Japan

Super Robot War 2G

Game Boy	GAME BOY	Unknown Release
RPG/War Sim		Unknown Price

The classic anime mechs from the groundbreaking Gundam series join forces with Mazinger Z and Getter Robo in this mega-cool tactical RPG. It's a game similar in feel to the Genesis Shining Force, but with the scary addition of instantaneous retaliation. This is actually a remake of the 8-Bit Famicom version with a few changes made, such as new maps and new characters, including main characters from the latest Gundam series.

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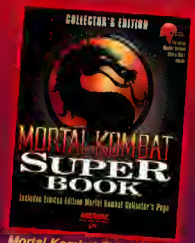

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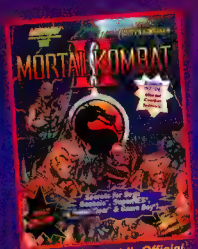

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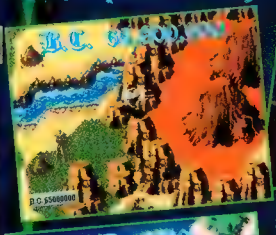
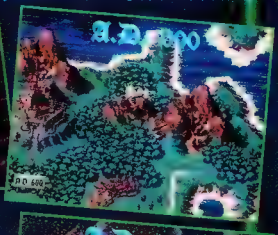
SUPER FAMICOM

A Comparison of the Same Land—Different Time Zones





There are six time zones (so far) you can travel to. Here, you see four of them. The other time zones consist of 12,000 B.C. and 1999 A.D. Be careful what you do in these zones, for they can and will change the future!

PLAYER'S NOTES:

FIRST IMPRESSION

Nice graphics! *Very* nice graphics!

BEST FEATURE

Time Travel! By adding this feature, you can have all kinds of plot twists and many other features that no other RPG boasts! There are multiple paths to take—some crossing over others, and some leading to different endings.

IS IT SIMILAR TO FINAL FANTASY III?

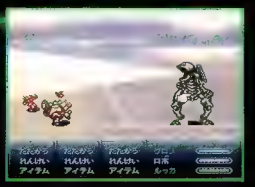
Mostly, however only in the combat aspect. Instead of switching to a battle scene, the Battle Menus will pop up right there and you're ready to fight! The commands are just like FF3—Fight, Skills and Item. (Magic will presumably be under skills.) The agility bar has also been retained, telling you who will have the next initiative.

WILL YOU LIKE IT?

Any RPG fanatic is bound to go nuts over this title! With the concepts of Yujii Horii and the know-how of Square, this game is sure to please! *- Mike Vallas*

Active Time Battle Ver.2

This is the system of combat that evolved from FF2. Unlike FF where monsters appear out of nowhere and rather than having the screen change scenes, the Command Menu just opens up and the monster attack will happen right at that spot!



FACT-FILE

THEME
RPG
DIFFICULTY
Advanced
TIME TO COMPLETE
Long
MEG SIZE
32
BATTERY BACK-UP
Yes
OF PLAYERS
1
AVAILABLE
March
% COMPLETE
85%

DEVELOPED BY:
Square of Japan
PUBLISHED BY
Square of Japan

What We've Learned Before

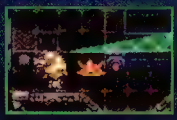
If you haven't seen it before, check out *EGM* #7 for the rough details about magic and the main characters.

Yes! One of the most talked-about RPGs is about to be released! Rather than going into detail about the story, we are just going to show you some of the mere basics of this game, just enough info to make your mouth water! But there's more news! Chrono Trigger has been announced for U.S. Check out *EGM* #10 for more info on the cart that is going to set the standards in RPGs!

Character Skills/Abilities

Similar to the Final Fantasy III layout, the Combat Menu lets you perform three functions. You can fight, use an item or use a skill—which is where magic will presumably fall under. So know who's stronger in which category.

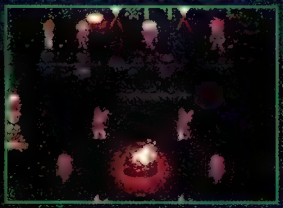
Each character will have his/her/its own unique skills that have varying effects.



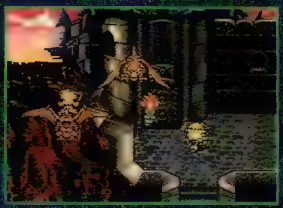
Also, be sure to use the ability of having the group cast one super spell!

Enter 65,000,000 B.C.

The distant past is where you will find Eira—the cavewoman, who with her knowledge of the terrain, will help!

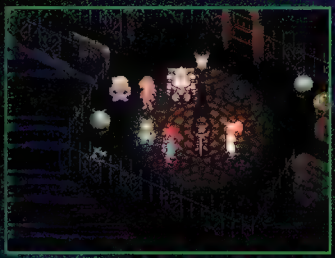


Obviously, in 65 million A.D., you will encounter plenty of wild creatures, namely giant dinosaurs!



The Beginning: 600 A.D.

Here's the first time you will be traveling to. A demon has taken Mari captive, thinking she's the queen!

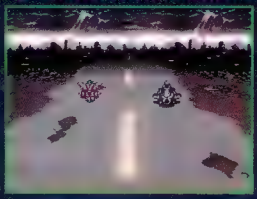


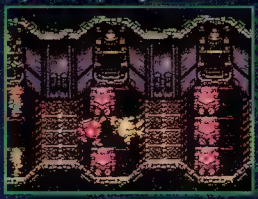
While here, you will meet up with Kaeru, the frog-warrior with plenty of unnatural skills!

Beware the perils of 600 A.D.—they may just have a major impact on the future!

The holocaust: 2300 A.D.

Later on, you will discover that in the year 1999 A.D., something happened to the world, and it is now a desolate wasteland filled with technological terrors and other horrors. Robo is found here, who Lucca is capable of repairing.





Check out EGM #10 for an inside look at Square of America and new info on Secret of Evermore, Secret of Mana 2 and the U.S. version of Chrono Trigger!

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NEXT WAVE

MOST WANTED FIGHTER

The Cybster is back at you with more Next Wave news and low-down facts! This month the 16-Bit games are few and far between. In fact, there are only four games under 16-Bit, the rest being 32-Bit. You'll notice this trend as time goes on.

We've changed our format once again so that you can keep up to date with the most info the fastest. You'll notice there are columns like this one on every page. These should give you any information that you might have missed from the last issue of EGM².

Let's switch gears and start digging into the latest games to make their way across my desk over the last few weeks... Seems Absolute has decided to axe Battle Tech: Grey Death Legion for the Sega CD. Don't worry, however, as they have big plans to launch the game on the Sega Saturn instead. With that appetizer aside, let's dig into the main course...

BloodStorm Hits Home!

In the last issue of EGM² we gave everyone a sneak peek at BloodStorm for the Sony PlayStation and Sega Saturn. Tracing its origins back to titles like SF2, this conventional fighting game is loaded from start to finish with lots of combos and secret warriors to fight. One unique feature is the ability to acquire the powers of your defeated foes. Although it went flat in the arcades, the game does have some interesting features that make it unique.

The macabre fighting game BloodStorm is on its way!

Time Warner

Primal Rage

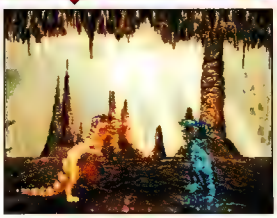
Super NES	Fighting

Time Warner is in the middle of cooking up a Super NES translation of one of the gnarliest arcade games around. Primal Rage is your typical fighting game, except that the fighters are prehistoric creatures.

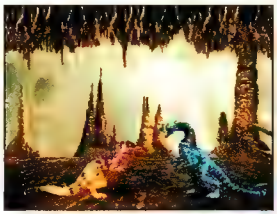
While it is still very early, it's easy to tell by these pictures that it will be a close translation of the arcade. Every snarl and flick of a tail will be in this cart. Only time will tell if the "volleyball" trick with the humans in the background will be possible.

The fighters range from ferocious dinosaurs to two apes that really pack a punch. You can play as the nimble Talon, a raptor-like dino with a penchant for bloody maneuvers. The two T-Rexes, Diablo and Sauron, are both deadly, and they have a wide variety of maneuvers. There is the bizarre, hypnotic Vertigo who guiles his foes, then strikes with great speed. The two apes, Chaos and Blizzard, are ready to step in and take control of Urth with their new abilities. Last but not least, is the mighty Armadon, who combines all of the spiny dinos into one sharp-looking critter.

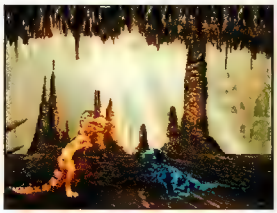
Primal Rage sure heated up the arcades, and now you will be able to experience it at home. If you've ever wanted to battle against the giant beasts of the past, here's your chance!



From these pictures you can see how good the attention to detail is.



Like the arcade game, the dinos will be animated with great detail.



It's currently unconfirmed which version (1.0 or 2.0) this one will be.

From the opening title to the end credits, Primal Rage will assault you with intense graphics and in-your-face action.

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Lunar: Eternal Blue rules!

Working Designs has been known for their excellent RPGs, and Lunar: Eternal Blue has especially drawn a lot of interest since the first game wowed RPG fans when it came out.

Lunar: Eternal Blue has more animation, better graphics and a larger world for you to explore. While the story details are a bit sketchy, expect a convoluted plot with more twists than a pretzel. With the emphasis on plot rather than maze-solving, Lunar: Eternal Blue brings a certain emotional level to the story.

The Lunar series stands out as one of the few RPGs to appear on the Sega CD, especially because the quality of the series would blow even the most hardened RPGer away.

A whole new world of adventure awaits the heroes of this quest.

Lunar: Eternal Blue is on its way. Check it out, and be drawn into its world of heroic warriors.

Pitfall For The 32X!

Pitfall: The Mayan Adventure by Activision will be seeing the light of day on the Sega 32X within a few months. Compared to the previous incarnations of this game (on both the Super NES and Genesis), there is a vast improvement in terms of both graphics and sound.

In Pitfall: The Mayan Adventure, Pitfall Harry, Jr. must journey deep within some ancient ruins in search of his father and some lost treasure.

Pitfall: The Mayan Adventure is a side-scrolling action-fest that's loaded with secrets, monsters and traps. It's the ultimate adventure on the 32X!

UBI Soft

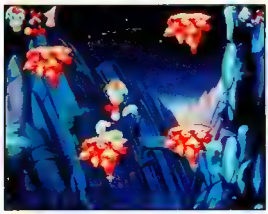
Rayman

32X	Action

UBI Soft is currently in the process of porting their Atari Jaguar title, Rayman, over to the 32X. It's essentially a side-scrolling Mario-type game that abounds with secret warps and hidden goodies.

What really makes Rayman stand out in the crowd of action games is the attention to graphic quality. Everything looks like it was hand painted, and the character animation is as smooth as silk.

While this one's still quite early, from the pictures we've seen, Rayman can certainly be a contender for one of the better action games on the 32X.



UBI Soft takes Rayman to the 32X with graphics that'll blow you away!

Interplay

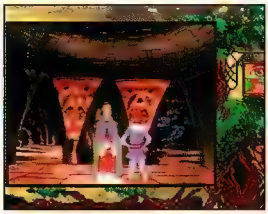
Kingdom

3DO	RPG

If you have been looking for an interactive adventure, look no further. Interplay's new game Kingdom for the 3DO should give you've been waiting for.

Kingdom incorporates scores of animated sequences that tell the story, while you collect the items and make the choices that will send you further into the adventure. If you make wrong decisions, you could end up in an early grave.

With lots of cinematic scenes, complete with voices and a fun quest, RPG fans of all skill levels should find themselves challenged by this title.



Cinematic scenes help explain what is happening in the game.

Acclaim

NFL Quarterback Club

32X	Sports

Acclaim will be bringing their excellent sports title NFL Quarterback Club to the 32X. Improving upon the graphics of the regular 16-Bit game, sports enthusiasts are treated to a realistic (as good as one can get on a TV) game of football.

If you thought the 16-Bit looked good, you haven't seen anything yet.

You can play in a number of weather conditions. Pretty cool, huh?

Unlike a lot of other football sims out there, the players actually act and react like the real thing instead of mindless automatons. NFL Quarterback Club has a massive playbook, and lots of stats to keep even the most discriminating armchair athlete happy.

KONAMI

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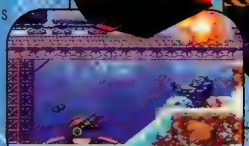

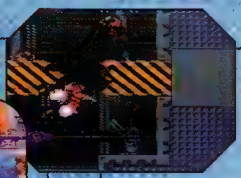

COMING SOON! METAL WARRIORS. CALL 1-900-896-HINT FOR FREE PREVIEW INFORMATION.

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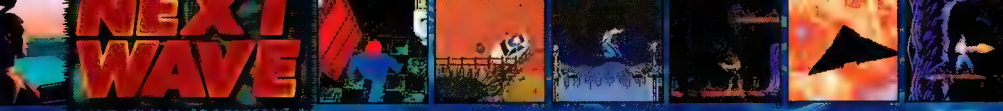
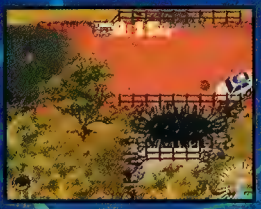


Rage Rally On The Jag!

In the last issue of *EGM²* we previewed a racing game for the Jaguar that really shocked us. It was called Rage Rally, and it's being put out by Atari. Rage Rally is very similar to the rally racing game that was seen on the Neo•Geo a while back.

Rage Rally is a highly detailed racing game that will put any driver through the paces. There are a number of tracks for you to race on, and an abundance of options to keep the game fresh each time you play.

The graphics will simply blow you away. There are lots of details, like when you drive through puddles, or when you leave skid marks after



Hairpin curves and other turns will test your driving skills.

particularly hairy turns. Totally cool racing action, the likes of which the Atari Jaguar has never seen before. Hopefully this will come out soon.

Donkey Kong Land...

Nintendo has a brand-new Donkey Kong game for the Game Boy called Donkey Kong Land. With a host of new adversaries and all-new worlds, this cart is more or less a sequel to Donkey Kong Country.

The famous ape must once again join Diddy Kong in an adventure that will take them into bizarre locations like a city and a cloud land. Like before, the graphics look like they were pre-rendered. Except for the absence of color, the graphics will wow anyone. The audio may be standard Game Boy fare, but it's not bad.

This is perfect for fans of Donkey Kong Country. It's portable, too.

Interplay
Alone in the Dark 2

32X | **Adventure**

For all you gamers with nerves of steel, venture into a haunted house and conquer the evil force that lies within the darkened walls.

Alone in the Dark 2 picks up where the first game left off. You must enter a haunted house and solve the many puzzles and mysteries of the place, while fighting off deadly zombies and their ilk. Use the cursor to guide yourself through the labyrinth-like hallways. Pick up items along the way to keep you alive.

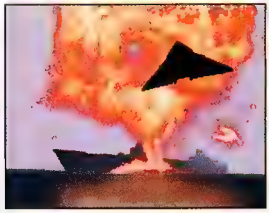
Alone in the Dark 2 is spine-tingling fun that is just like the computer game.

Be sure to check out every room. Who knows what you will find?

Interplay
Cyberia

3DO | **Action**

Interplay is currently working on a highly graphic flight/war game for the 3DO. While a lot of details are still sketchy, from these pictures, it looks like Cyberia could be a great game. Tune to *EGM* in the near future for more info on this upcoming soft.



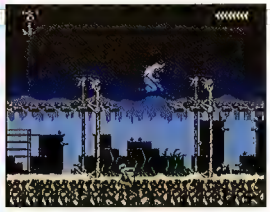
Cyberia is packed with graphic cinemas and high-speed action.

Interplay
BlackThorne

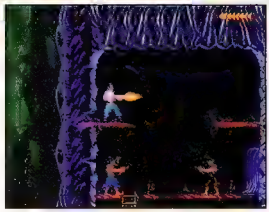
32X | **Action**

BlackThorne is a multi-scrolling, action/adventure game where you are the liberator of a desperate human race that has been enslaved by goblinoid creatures. This is one dark game that spares no expense to put you into the mood for carnage. Armed with your shotgun, you can pulverize the wretched enemies. Collect the pieces of technology strewn throughout the caverns to work your way out.

The Super NES game was excellent, and if the 32X is anything like it, we should be in for a real treat.



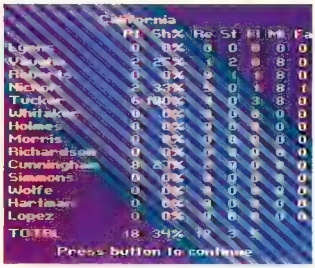
BlackThorne is an excellent blend of action and adventure.



Use your shotgun to decimate the enemy forces. Don't hit civilians!

64 hot teams!

NCAA tournament action!



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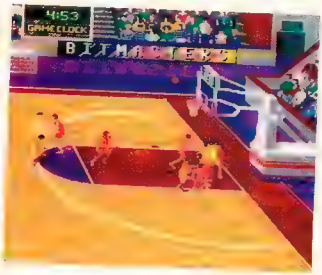

3-point shot!

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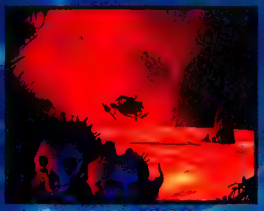
Take A Trip To Hell...

Hell by Gametek is a remake of the famed computer CD-ROM game that hit store shelves not too long ago. It is an interactive adventure that takes you on a visual trip through the netherworld. The CD is set in a futuristic world where the government imprisons its political dissidents in the bowels of hell. It is here that players must interact with the populace in order to find a way back to the land of the living and the sane.

Using the video capabilities of the 3DO, extensive FMV shots have been used with real voices to bring the characters alive on your TV screen. Famous actors like Dennis Hopper have lent their voices to the game.



Take a daring trip into the deepest, darkest pits of hell.

Hell is an interactive adventure like no other. Do you dare to enter its mystery and intrigue?

Enter The Realm...

There's a brand-new action game by Titus that combines a medieval world with sci-fi elements for high fantasy. The game is called Realm and it's a side-scrolling, contra-type game. Loaded with lots of power-ups, you will find many guns throughout the detailed levels.

Realm has a great number of levels, ranging from caves to high atop the battlement of a castle in the clouds. Enemies of all sorts attack in never-ending waves, making this a challenge that you won't easily forget.

If you want a decent action game, try a hand at Realm by Titus.

Electronic Arts
Theme Park

Genesis	Simulation

I don't know about you, but I think the idea of designing your own amusement park is a great one. There's more to Theme Park than simply building rides and concession stands. You've got ticket sales and customers' moods to consider. How well you place buildings like bathrooms and shops will spell failure or success. There is a lot of strategy here, and a lot of the fun comes from experimenting with what works best.

There aren't that many sims like this around. (Are there any for the Genesis?) Theme Park is certainly worth playing.

Building the ultimate amusement park is not just fun and games.

Crystal Dynamics
Slam 'N Jam

3DO	Sports

Forget cheesy, full-motion video basketball games, here's a true basketball game. With an emphasis on game play and graphics, Slam 'N Jam takes basketball into the 32-Bit market.

Look for lots of spectacular jams, along with a good complement of b-ball tactics thrown in for god measure. Players scale and rotate, tossing you into the furious fray.

Slam 'N Jam will rock your house with its awesome looks. Play alone or with a friend. With graphics this good, it'll be impossible to go back to the old 16-Bit b-ball games again.

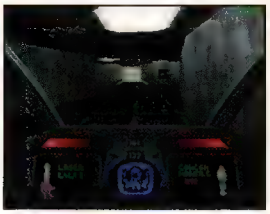
Slam 'N Jam is the best-looking basketball game around.

Interplay
Descent

32X	Action

Descent was a hot game on computer, and now it's coming to the 32X. It is a true 3-D, fully rotational game. Your mission is simple: Fly your craft deep within a series of extraterrestrial mines,

You must find the reactor, destroy it, then escape with your life.



The 3-D visuals of Descent will really send you into shock!

and blow their reactors. Unfortunately, there are hostages and a lot of enemies to shoot.

Descent takes first-person games to a new level. The graphics will not only blow you away, they'll suck you right in!

Using the classic aliens-attacking-the-Earth theme, this one is sure to become a hit on the 32X.

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Time Warner
Primal Rage

Game Gear | **Fighting**

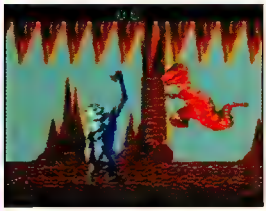
For the Sega fanatics out there, Time Warner is developing a translation of Primal Rage for the Game Gear. Surprisingly close in terms of both looks and game play, fans of the arcade should be pleased.

Primal Rage takes the standard one-on-one fighting game format and gives it a Jurassic twist. Players have a variety of dinosaurs to choose from (plus two apes), each with a number of set powers.

Six of the warriors can be played in all, giving you a dose of portable dino action. If you enjoyed the arcade, this is sure to become one of your favorites.

Take your pick from a cast of carnivorous creatures.

Primal Rage re-creates all of the ferocious fighting of the arcade.



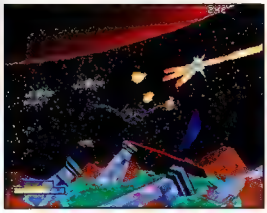
A mean uppercut can take most enemies out of the air.

Crystal Dynamics
Solar Eclipse

Saturn | **Shooter**

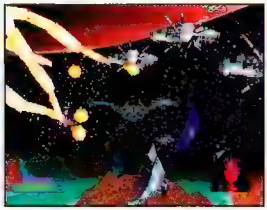
In a style very similar to their earlier game Total Eclipse, comes Crystal Dynamics' latest shooter, Solar Eclipse. Like the other game, SE is a 3-D shooter, where you control a spaceship that can be powered-up, through level after level of enemy fighters and other nasty defenses. It's a top-notch shooting fest.

The Grid, your colony's main computer, has gone haywire, and has now set its sights on eradicating Earth. You've got to stop the Grid before it's too late! With a backdrop like this, it's easy to see that this one will be hot!



Fight your way into heavily guarded enemy facilities.

Giant explosions and thunderous laser shots erupt on the screen.



Solar Eclipse is done in the same style as Total Eclipse.

Crystal Dynamics
Dragons Of The Square Table

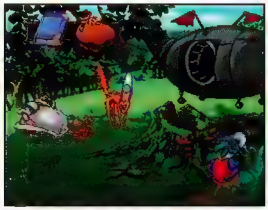
Saturn | **Adventure**

Dragons of the Square Table is a zany new adventure that twists Arthurian legends to new levels.

You must guide the hero, a young dragon named Flicker, in a quest to stop the evil Sir George and save the race of dragons from destruction. Along the way Flicker will find objects and people who will help him out. With five hours of real voices, players will get to hear the action through the ears of a dragon. With the help of Terry Jones (*Monty Python*), expect lots of off-the-wall humor. This is certainly a strange adventure for the Saturn.

With the humor of *Monty Python*, this game is loads of fun.

Evil characters will tempt you and try to lead you astray.



What is up with the giant mechanical dragon? It can't be good.

NEXT WAVE

Absolute
Rise of the Robots

3DO | **Fighting**

In the far future, a surprising number of robots have gone haywire. As a cyborg, you are the only one with a chance at defeating them before mankind is destroyed.

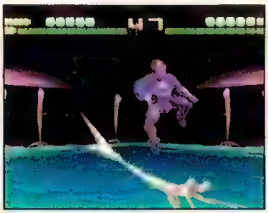
Rise of the Robots is your typical fighting game, although special moves are a bit hard to find. You have your punches and kicks to maul your opponents, mano a mano.

The face of your enemy is cold steel. You will fight against innocuous mechs like a power loader, but eventually much nastier things like combat droids will spring to life.

Rise of the Robots is filled with lots of rendered graphics. Even the cinemas look cool. Unlike other versions, the 3DO game has much more of a plot, given to you in the form of the cinemas.

While it may not compare to the arcade-style fighting games, this one does have a certain charm to it. Also, fighting games aren't very plentiful on the 3DO, so fighting fans might want to test their skills with this one.

Impressive cinemas adorn this action-packed fighting game.



Rise of the Robots uses the standard fighting game format.

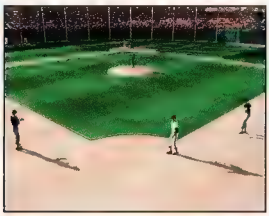
Crystal Dynamics
3-D Baseball '95

Saturn | **Sports**

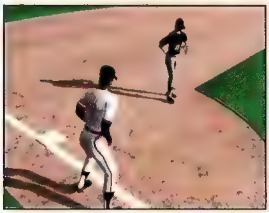
Crystal Dynamics is preparing their Sega Saturn titles even as you read this. One such game is 3-D Baseball '95. Using articulated, 3-D polygon players and SGI-rendered stadiums, this could prove to be the most realistic baseball game ever. There are different angles to the action, so you feel as if you're on the field. There are cinematic displays, and the animation of the players is so lifelike, it's spooky.

3-D Baseball '95 ushers in a new era of sports games. No other baseball game compares to it.

3-D Baseball '95 has some really cool angles to show off the game.



The field looks really good, even from way back in the outfield.



The most important scenes will scale in to show what's really happening.

Time Warner
Primal Rage

Game Boy | **Fighting**

If you've been wondering what the latest fighting cart for the Game Boy is, look no further. Primal Rage is a translation of the arcade game of the same name.

Prepare to dish up some damage as you choose from one of six prehistoric-type fighters, and battle it out. You have the usual complement of special moves, ranging from fireballs to freezing maneuvers. There are also hidden tricks and combos to find.

All in all, little has been lost in the Game Boy version. You'd be wise to check it out.

Six of the vicious warriors from the hot arcade game are here.

Chaos has a pretty long reach with his gigantic, primate arms.

Armadon is covered with a lot of protective spikes.

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(Legal Mojo) Sez:

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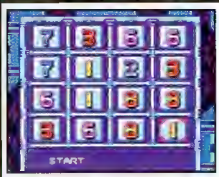
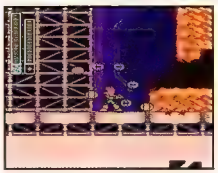
MEGA MAN X2

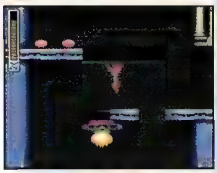
System	Publisher
Super NES	Capcom



Enter this code when the Password Screen appears.



Get full power for your sub-tank in Desert Base.



Get through the two X-Hunter stages first.

CHEAT SHEET:

Get the Shoryuken

Follow this set of strategies to help you find the most incredible weapon in the game: the Shoryuken!

This trick will get you everything you need to complete the game, and the special hidden weapon—the Shoryuken! To do this, you must first access the Password Option from the title screen. Enter this code:

7 3 6 6
7 1 2 3
6 1 8 8
3 6 8 1

This will give you all of the weapons, parts for Zero and the four sub-tanks. You will begin right before you enter the first X-Hunter Stage. It is essential to power up your sub tanks before you go into these stages. One easy way to do this is to go to the (already beaten) Desert Base Stage. In this stage, get to the place where you have to ride the cycle up the first hill. Once you're at the top of the hill, turn the cycle around and then jump...

Continued on page 96

SCORE BIG POINTS WITH THIS AWESOME CONTROLLER FROM STD AND *EGM*.

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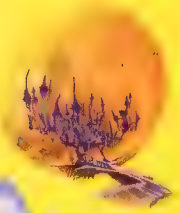
OFFICIAL RULES AND CONDITIONS: 1. No Purchase Necessary. No purchase or payment of any money is necessary to enter. To enter, hand-print your Name and address (including your city, state and zip code) in a letter containing your best codes and mail it to: Tricks of the Trade, Sendai Publishing Group, Inc. 1920 Highland Avenue, Suite 222, Lombard, IL 60148. Entries per household. All entries must be handwritten. Mechanically reproduced entries will not be entered. Entries must be received by April 1, 1995. Sponsors assume no responsibility for lost, misdirect, late, illegible, incomplete, postage due or mutilated entries. Sendai Publishing Group, Inc. and its parents, affiliates, subsidiaries, officers, directors, employees and agents (collectively "Sponsors") are not responsible for any typographical or other error in the printing of the offer, administration of the sweepstakes or in the announcement of the prize. Limit one (1) entry per person per issue. Only the most recent entry will be entered. Sponsors will not acknowledge receipt of entries. Entries become the property of Sponsors and will not be returned. 2. Prizes. Each winner shall be awarded one of the following prizes: SNPROPAD-6, SGPROPAD-6, SNPROGRAMPAD or SGPROGRAMPAD-2. All prizes will be awarded by a PrintRevent within thirty (30) days following verification that Sponsors shall be deemed forfeited and shall not be awarded. PrintRevent will be notified by mail. Prizes are non-transferable. No substitutions or prizes allowed, except at the option of Sponsors should the featured prizes become unavailable. If applicable, Sweepstakes open to residents worldwide. Prize/Winners shall be required to read and must agree to the use of their name and likeness for publicity purposes by Sponsors and their affiliates, as no wages. Employees of Sponsors and their affiliates are not eligible. Neither Sendai Publishing Group, Inc. or STD Entertainment, or their respective officers, subsidiaries, advisors, or related companies, are responsible for any damages, harm or other expenses that consumers might incur as a result of this contest or receipt of prize. All local, state and federal taxes are the sole responsibility of the Prize/Winners. If Prize/Winners are under 18 years of age, the prizes will be awarded to the parents or guardian and the release must be signed by the parent or guardian, if applicable. 3. Disclaimer. Void where prohibited or restricted by law. All federal, state and local regulations apply. 4. Sponsors Control. Sponsored by Sendai Publishing Group, Inc. and STD Entertainment (USA), Inc. Copyright © 1995 Sendai Publishing Group, Inc. SNPROPAD, SGPROPAD-6, SNPROGRAMPAD and SGPROGRAMPAD-2 are all trademarks of STD Entertainment (USA), Inc.

U R Lance

U go to the



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KILLER CODES

NBA JAM: TOURNAMENT EDITION

(Acclaim / Super NES and Genesis)

These great codes will allow you to access plenty of hidden characters as well as power-ups! The buttons will be specified for the Super NES or Genesis.

When the game asks you if you want to "Enter Your Initials For Record Keeping?," choose, "yes." Follow the exact instructions shown to access each character. The initials you enter will be in yellow.

Chow Chow:
Enter A, Press any button.
Enter M, Press A + START.
Enter X, Press Y + START.
(Press C + START on the Genesis version.)

Weasel:
Enter R, Press B + START.
Enter A, Press A + START.
Enter Y, Press any button.

Brutah:
Enter L, Press A + START.
Enter G, Press B + START.
Enter N, Press any button.

Kabuki:
Enter D, Press any button.
Enter A, Press B + START.
Enter N, Press A + START.

Facime:
Enter X, Press B + START.
Enter Y, Press B + START.
Enter Z, Press A + START.

Air Dog:
Enter A, Press Y + START.
(C + START for Genesis)
Enter I, Press any button.
Enter R, Press B + START.

Kid Silk:
Enter K, Press any button.
Enter S, Press B + START.
Enter K, Press Y + START.
(C + START for Genesis)

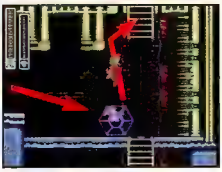
(continued on p. 98)

(Mega Man X³ trick continued from page 94)

MEGA MAN X²

System: Super NES

Publisher: Capcom



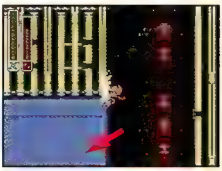
Let the bat follow you then freeze it to jump to the ladder.

CHEAT SHEET: Get the Shoryuken (continued)

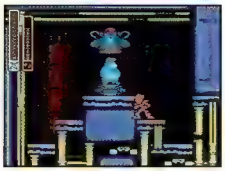
IMPORTANT: To find the Shoryuken, you must be at full power and to use the Shoryuken you must also be at full power!

...up on the large platform to your left. Once you are there, you will see a chunk of rock that has a darker section in the form of a path. Using your S. Wheel weapon, cut through the path. Once you make it through, switch your weapon to Silk. Press and hold your weapon button and many energy capsules will appear! Repeat this as many times as you wish to fill up all four of your energy tanks. When you have enough energy, pause the game and move to Exit. Now you can enter the first X-Hunter Stage. You must finish the stage and defeat the Boss on the first two X-Hunter Stages. Now in the third X-Hunter Stage, you will get to a point where there are two ladders (one leading up and one leading down). At this point, run to the left. When you see the bat, run back to the right and use your Crystal H. weapon to freeze it directly below the upper ladder. Jump onto the frozen bat and use it to jump from the wall onto the ladder. Go up the ladder, pick up the extra man and travel right, getting rid of any enemies in your way. Now, you will be faced with a large set of spikes blocking your path. (Following the arrows on the map below will take you safely through the hazardous obstacles). Choose the S. Burner weapon and hold the button to charge it up. Drop down the ledge. Before you hit the spikes, dash in the air and then let go of the button. This will make you dash even farther and you should land safely on the small platform. Get rid of the robots that roll toward you. Now, there is a very small section that has spikes on the ceiling and the floor. Jump up and do an Air Dash through the middle of the spikes. Next, jump to the small platform right before another set of spikes and a wall of spikes. Now for the tricky part: Charge up the S. Burner weapon. Jump up and burn above the spikes (be sure not to hit the wall) and fall. There are even more spikes below, so before hitting them, do an Air Dash to the left. You will make it to safety and pick up the extra life. Jump down and slide against the wall on the left. While sliding, keep pushing left and you'll eventually come to a hidden opening in the wall. Go through the wall and Dr. Light will be directing you to the machine! Enter it and you'll receive the Shoryuken! To use it, do a Dragon Punch ►▼◥ + the fire button!

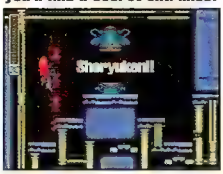
Follow this map to get safely across the dangerous obstacles. Once you do this, you're on your way to the Shoryuken!



Slide down the left wall and you'll find a secret entrance!



You'll see Dr. Light! He has a special surprise for you!



The Shoryuken - the game's ultimate weapon - is yours!

Alexander Schutz
Kloster, Germany

A 3DO EXPERIENCE

The Reviews are in!

"It's brilliant!" "It's TRASH!" "Narrators...KEWL!" "I couldn't stop laughing!" "<Sobbing> Made me cry my score was so low!" "Don t bother me, I'm still playing!"

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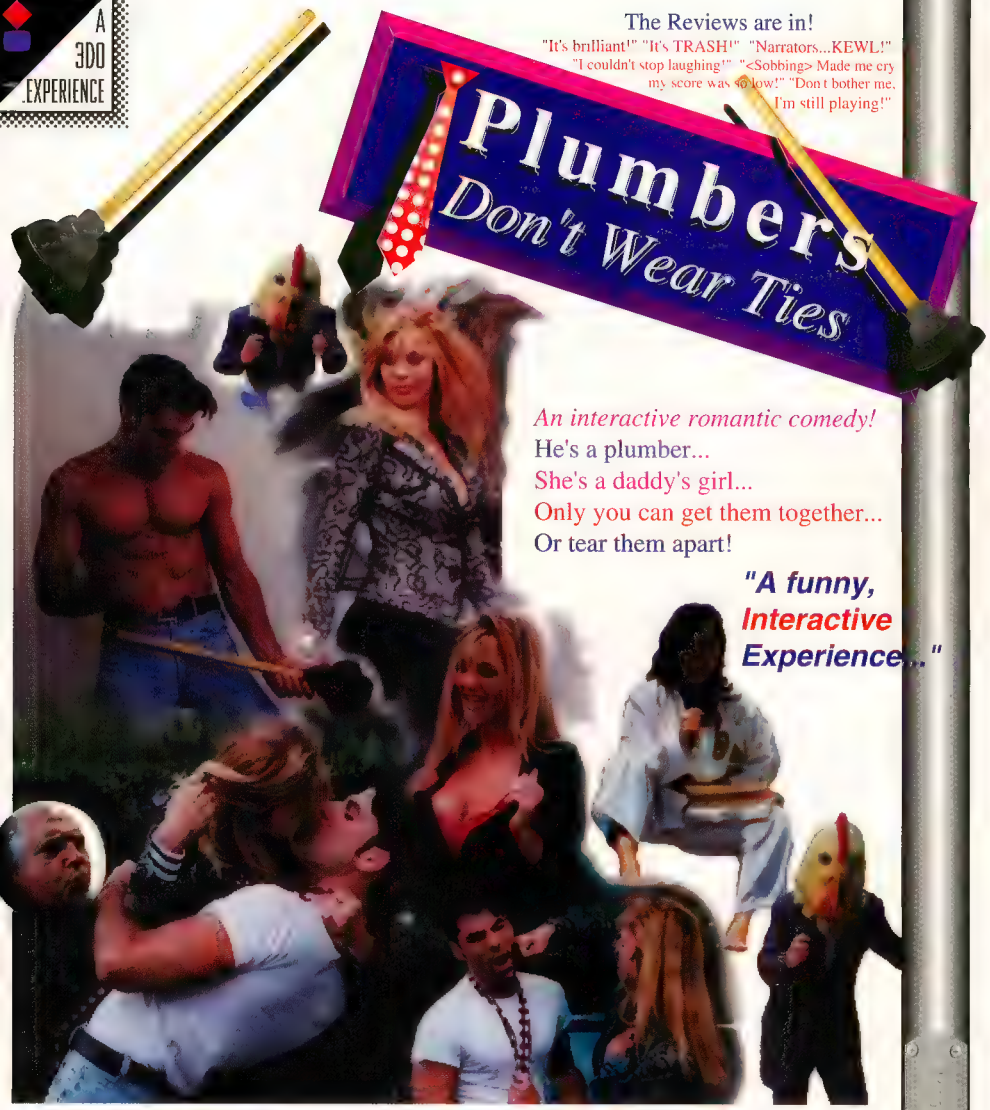

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KILLER CODES

NBA JAM: TOURNAMENT EDITION (continued)

(Acclaim / Super NES and Genesis)

SCOOTER PIE:
Enter H, Press A + START.
Enter T, Press any button.
Enter P, Press Y + START.
(Press C + START on the Genesis version.)

MOOSEKAT:
Enter M, Press B + START.
Enter P, Press Y + START.
(Press C + START on the Genesis version.)
Enter F, Press any [illegible]

MOON:
Enter J, Press any button.
Enter A, Press A + START.
Enter Y, Press B + START.

KIRBY:
Enter C, Press B + START.
Enter K, Press any button.
Enter SPACE, Press Y + START. (Press C + START on the Genesis version.)

SNAKE:
Enter G, Press A + START.
Enter O, Press Y + START.
(Press C + START on the Genesis version.)
Enter F, Press B + [illegible]

FALCUS:
Enter J, Press A + START.
Enter F, Press any button.
Enter SPACE, Press Y + START. (Press C + START on the Genesis version.)

MUSKETT:
Enter M, Press B + START.
Enter C, Press B + START.
Enter M, Press Y + START.
(Press C + START on the Genesis version.)

HILL:
Enter N, Press A + START.
Enter D, Press B + START.
Enter H, Press A + START.

TURMELL:
Enter M, Press A + START.
Enter J, Press any button.
Enter T, Press A + START.

(cont'd on pg. 100)

KIRBY'S AVALANCHE

System	Publisher
Super NES	Nintendo

CHEAT SHEET:
Special Custom

Hold A, B, X, Y on controller two during play. While holding this, press RESET. Check out the Special Custom Option!

While playing, take pad two and hold buttons A, B, X and Y simultaneously. While holding these, press RESET on the Super NES. On the Select-A-Mode Screen, access the options. Move to Custom and you'll find a Special Custom Option!

Access the Special Custom option!

BRUTAL*

System	Publisher
Super NES	Gametek

CHEAT SHEET:
Play as Dali Llama

At the Title Screen, press X, A, B, A, LEFT, A on controller one. You will hear a confirming sound if it worked.

At the Title Screen, take the first controller and press X, A, B, A, LEFT, A. You'll hear a confirming sound if it worked. Now, start your game and choose a name. When you get to choose a character, to the left of Kung Fu Bunny will be Dali Llama!

You can now play as Dali Llama!

SUPER PUNCH-OUT

System	Publisher
Super NES	Nintendo

CHEAT SHEET:
Sound Test

When the Nintendo logo appears, hold SELECT on controller two. While holding this, hold L and R. Let go of SELECT.

When the Nintendo logo appears, take controller two and press and hold the SELECT button. Then press and hold both the top L and R buttons on the same controller and then let go of SELECT. It's the Sound Test!

Patrick Bazinet
Rockland, Ontario

Play with the sounds and effects!

WARIO BLAST

System	Publisher
Game Boy	Nintendo

CHEAT SHEET:
All Special Items

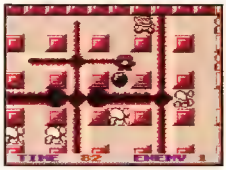
Enter this special password: 2264. This will give you all of the special items for the game!

This special power-up password will give you all of the special items from the game. Even if you die, you won't run out of the specials. The password is:

2264

This is the ultimate advantage!

Bobby Santos
Huntington Station, NY


Now you've got the power!

*The trick was done on a pre-production version of the game and is subject to change.

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Network up to 8 Players

AIRCARS™

E.B.N.E.R.S.™ have control of the worlds nuclear facilities and are in the process of subjugating all of mankind. The only hope to save mankind is your aircar. You must destroy the installations and find the location of their secret base. Beware there are a host of tanks and turrets to stop you. The E.B.N.E.R.S. have also perfected their own aircars to defend their installations and have spies everywhere so you can trust no one – not even your friends. So get ready to play AIRCARS with up to eight of your friends(?) through 32 levels of nerve shattering awesome total destruction.

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KILLER CODES

NBA JAM: TOURNAMENT EDITION (continued)

(Acclaim / Super NES and Genesis)

RIVETT:
Enter R, Press any button.
Enter J, Press A + START.
Enter R, Press Y + START.
(Press C + START on the Genesis version.)

DIVITA:
Enter S, Press A + START.
Enter A, Press Y + START.
(Press C + START on the Genesis version.)
Enter L, Press any button.

LIPTAK:
Enter S, Press any button.
Enter L, Press B + START.
Enter SPACE, Press B + START.

GOSKIE:
Enter T, Press B + START.
Enter W, Press any button.
Enter G, Press A + START.

CARLTON:
Enter J, Press Y + START.
(Press C + START on the Genesis version.)
Enter M, Press Y + START.
(Press C + START on the Genesis version.)
Enter C, Press B + START.

BIRD:
Enter B, Press A + START.
Enter R, Press Y + START.
(Press C + START on the Genesis version.)
Enter D, Press A + START.

BLAZE:
Enter B, Press Y + START.
(Press C + START on the Genesis version.)
Enter L, Press any button.
Enter Z, Press Y + START.
(Press C + START on the Genesis version.)

BENNY:
Enter B, Press B + START.
Enter N, Press any button.
Enter Y, Press Y + START.
(Press C + START on Gen)

STAR TREK: STARFLEET ACADEMY

System	Publisher
Super NES	Interplay

CHEAT SHEET:
Change Names, Add Ships, Special Ending

Hold the top L and R buttons as well as SELECT when entering any one of these cool codes or they will not work!

POWER TRIP

Do the correct code to change the names of cadets.

You will have access to ships you didn't before.

If you want the special ending, hail the Klingons.

You'll get an interesting ending to the game.

IMPORTANT: Each code must be entered while holding down the following buttons: the top L button, R button and SELECT.

Here are some special tricks that will enhance your Starfleet Academy game.

Name Codes:
From the Title Screen, choose the New Game Option. At the New Cadet Registration Screen, press X, Y, X, Y on controller one. You'll get to change the names of the players to the Interplay playtesters! Press A, B, A, B to change the names of the players to characters from the *Star Trek* series! (The code X, Y, X, Y must be already typed in for A, B, A, B to work.)

Code to add new starships in Training Simulator:
From the Title Screen, pick the Simulator Option. Press A, Y, B, Y on controller one to add new player and opponent ships to the Combat and Two-player training. The code can be entered in the Training Simulator Main Menu, Ship Selection Menu or Two-player Ship Selection Menu. Once this code is entered, it will stay active until you reset the game.

Special Ending:
Here is an easy way to get a great special ending in this game. Choose the Password Option from the Title Screen. Now, press these buttons on controller one: X, X, X, A, L button, A, R button, Y, A R button, A, A. Right after you do this, press and hold the top L and R buttons and SELECT. Press X, Y, X, Y, A, B, A, B. Let go and press the SELECT button again. At the screen with the Picture Menus, choose the second option from the left (Insignia) and press START. Listen to your mission and then choose the third option from the left (ship). You will be Captain James T. Kirk of the Enterprise! To hail the Kobayashi Maru, choose option: *Choice A* and navigate toward 014.021 in the Neutral Zone. When the computer says that the Klingons are about to attack, hail them and watch what happens!

SUPER RETURN OF THE JEDI

System	Publisher
Super NES	JVC

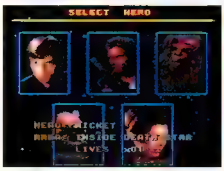
CHEAT SHEET:
Side-Scrolling Special

If you do the code incorrectly, do NOT press RESET. Turn the game off and then on again to do the code again.

POWER TRIP

On the Title Screen, press A, A, B, B, X, X, Y, Y, A, B, X, Y, A, B, X ,Y be-fore the screen fades. You'll hear a voice if done correctly. On side-scrolling levels, choose ANY character, have infinite detonators. Hold B and press START to clear the stage!

Luke Grange
Portland, OR



Choose any character!

Schwarzenegger

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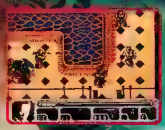

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TEEN AGES 13+

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KILLER CODES

NBA JAM: TOURNAMENT EDITION (continued)

(Acclaim / Super NES and Genesis)

HUGO:
Enter H, Press any button.
Enter G, Press Y + START. (Press C + START on the Genesis version.)
Enter O, Press A + START.
CRUNCH:
Enter C, Press A + START.
Enter R, Press B + START.
Enter N, Press any button.
GORILLA:
Enter G, Press any button.
Enter O, Press B + START.
Enter R, Press B + START.
BILL CLINTON:
Enter C, Press A + START.
Enter I, Press any button.
Enter C, Press B + START.
HILLARY CLINTON:
Enter H, Press any button.
Enter C, Press B + START.
Enter SPACE. Press any button.
CHARLES:
Enter R, Press B + START.
Enter O, Press A + START.
Enter Y, Press any button.
HEAVY D:
Enter H, Press A + START.
Enter V, Press any button.
Enter Y, Press B + START.
JAZZY JEFF:
Enter J, Press Press Y + START. (Press C + START on the Genesis version.)
Enter A, Press A + START.
Enter Z, Press A + START.
FRESH PRINCE:
Enter W, Press Press Y + START. (Press C + START on the Genesis version.)
Enter I, Press B + START.
Enter L, Press any button.
THOMAS:
Enter S, Press B + START.
Enter O, Press any button.
Enter X, Press A + START.

BURNING SOLDIER

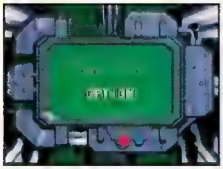
System	Publisher
3DO	Panasonic

CHEAT SHEET:
Debug Menu

Go into the Options. Take controller two and press L, R button, C, X and RIGHT simultaneously. The timing has to be perfect!

At the Main Menu Screen move cursor to Option and press a button to enter the option menu. On controller two, press L button, R button, C, X, and RIGHT at the same time for a Debug Menu.

Dantes Reyes; Cornelius, OR



From this screen, enter the Option Menu. Then do the trick.

Change the options, and even access Four-player Mode!

CLAYFIGHTER 2: JUDGEMENT CLAY*

System	Publisher
Super NES	Interplay

CHEAT SHEET:
More Characters and Speed Code

At the pink Menu Screen with Green Options, enter these codes to play new characters. Do the speed code as shown.

At the Menu Screen (with Game Start, etc.) do these codes to play new guys!
JACK: (OctoHead)—HOLD UP and press X, A, R button, R button, Y, A.
DR. PEELGOOD: (NanaMan)—HOLD DOWN-LEFT and press B, Y, Y, A, Y.

SPEED CODE:
Play in a tournament game. When the computer is fighting against the computer you'll notice it's going SUPER fast. In the middle of this fight, press RESET. When you start the game over, you'll have Speed 10! Check it out for yourself in the options, but don't try to change the speed because it won't let you set it back again to 10.

Jon Guerin; Placentia, CA

Put in the codes on the Menu Screen for new characters!

In the computer tournament fight, press RESET for speed 10.

SPACE HARRIER*

System	Publisher
32X	Sega

CHEAT SHEET:
Arcade Mode

When the Sega logo appears, take controller two and press and hold buttons A and C. Press START.

This trick will let you continue from exactly where your player previously died, just like the arcade version. As soon as you turn on the game and the Sega logo appears, press and hold A and C on controller two and then press START.

Insert Coins? No way!

*The trick was done on a pre-production or Japanese version of the game and is subject to change.

TRICKS OF THE TRADE

EGM would like to thank the Trickman for his help in making this column possible. All tricks were paid for, and promotional consideration given to, the following sponsors...

NBA JAM: TOURNAMENT EDITION

System	Publisher
Super NES / Genesis	Acclaim

CHEAT SHEET:

Access Hidden Characters (continued)

At the "Enter Your Initials For Record Keeping?" screen, choose "Yes" and enter these codes for new characters!

Did you know that Mike D. (the secret character in NBA Jam T.E.) from the Beastie Boys bears a striking resemblance to our own Cyber Boy?!

When the game asks you if you want to "Enter Your Initials For Record Keeping?," choose, "yes." Follow the exact instructions shown to access each character. The initials you enter will be in red.

CUNNINGHAM:
Enter P, Press any button.
Enter H, Press A + START.
Enter I, Press Y + START. (Press C + START on the Genesis version).

MIKE D.:
Enter M, Press Y + START (Press C + START on the Genesis version).
Enter K, Press any button.
Enter D, Press Y + START (Press C + START on the Genesis version).

ADROCK:
Enter A, Press any button.
Enter D, Press Y + START. (Press C + START. on the Genesis version).
Enter R, Press B + START.

MCA:
Enter M, Press B + START.
Enter C, Press B + START.
Enter A, Press any button.

Mike Diaz
San Antonio, TX

EARTHWORM JIM

System	Publisher
Genesis	Playmates

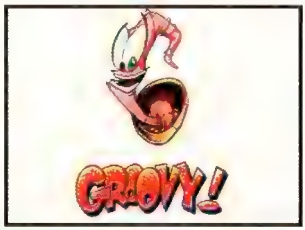
CHEAT SHEET:

Code Update

Begin your game and press START to pause the game. Take controller 1 and press A, B, B, A, A+C, B+C, B+C, A+C.

After you do the trick, Earthworm Jim will call you a cheater! You'll then get the "Groovy!" screen.

This is the correction to the Level Skip code printed in *EGM* # 67, page 78. Begin your game, take controller one and press START to pause at any point. Now press A, B, B, A, A+C, B+C, B+C, A+C. You'll skip to the next level! The Trickman isn't perfect and he knows it! We apologize for the misprint.



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CAPTRON 6 & 6

TEAM EGM

TWO OF SEGA'S STARS SHINE BIG TIME

Sega Channel officials have staged some very successful promotions, including their recent promotion to kick off the channel. Michael Hout, 12, from Pittsburgh, PA, was the first Sega Channel subscriber in America. He came home from school one day expecting to be in a Sega Channel commercial. When Hout walked into his living room, however, Mario Lemieux was there waiting to see him. The two played Mario Lemieux Hockey for the Genesis. Mario chose to play as the Los Angeles Kings after Michael picked the Penguins, his favorite team. Hout beat Mario Lemieux 2 to 1 after playing one game.

Mario's bad back is healing nicely by the way, and he is on the road to recovery. We could see him at his familiar spot on the ice as soon as next year.

In Houston, Sega held the Sega Channel Sweepstakes. About 50 kids were chosen from all those who joined the service to compete in an elimination tournament playing Double Dribble for the Genesis. Max DelaRosa, 16, won the competition and Brent Riley 11, was a runner-up. For winning the contest, DelaRosa got to get in the face of Houston Rockets all-star Hakeem "The Dream" Alajuwon after a Rockets practice. They set up the game system on the floor of the Summit in Houston.

DelaRosa creamed Hakeem 61 to 4.

We've had a great run here at Team EGM and the Iceman and I are dishing off the rock in all-star fashion as we go head-to-head on the various sports games.

This month is no exception as we are rocking the rim and going toe-to-toe in the many boxing venues of EA Sports Toughman Boxing contest. We'll also be checking out Sporting News Baseball from Hudson Soft.

There might not be any real baseball so your favorite teams and players may only be seen on your favorite Genesis or Super NES baseball title.

Sporting News Baseball has some interesting features and this game gives an insider's a view of America's pastime. Players can choose from any one of their favorite American or National League teams. All of baseballs big names are in here ready to play—too bad this game isn't a reflection of reality.

From there, we head to NBA Hangtime from Sony Imagesoft for the Sega CD. You can take to the court with fast, two-on-two action as you battle in the paint with three top players from each NBA team. The game carries an NBA Player's Association and NBA team license.

Venturing onward, we put on our inline skates, grab our hockey sticks and take to the cement with the fastest growing sport of the decade. Roller Hockey is sweeping

the nation and ex-NHLers own teams and are participating in the league. Roller Hockey has some big-name sponsors like Bauer skates and Koho hockey sticks as well.

Many of the rules of hockey apply, but the game isn't played on ice—it's played on cement. A bone-jarring check has new meaning when your opponent does a face plant into the concrete.

Also check out our awesome reviews of World Series Baseball from Sega and NBA Jam for the Super NES and the Genesis. Crystal Dynamics is working on two basketball games and an awesome 3-D baseball game for the Saturn.

The polygon-based baseball game looks very hot and it is being worked on as we speak. Stay tuned for more information as it develops, and look for some pictures of the game in this month's Next Wave section.

Acclaim is also working on NBA Jam T.E. and Quarterback Club 32X. We have an exclusive contest with some very cool prizes that we will be unveiling in the coming months.

This section is so hot you'll think summer has come early! Until next month, play it hard!

ROLLER HOCKEY RUMBLINGS

This is one sport that's taking North America by storm. It's a fast-action brand of hockey that gives die-hard hockey fans a chance to see a version of their favorite sport in the summer.

The game is played on cement or a plastic surface called a "Sport Court" and there are no blue lines. The game is played with a specifically designed speed puck.

Each team has five players per side. High-sticking and fighting aren't a part of this game. On a pass, the

puck must precede the players over the center line. If the puck is carried over the center line, all players are on-side. If the game is tied at the end of regulation, (four five-minute or four 12-minute periods), the game will be decided by a shootout.

Five players from each team are chosen to try to score, using a penalty shot format. If the game is still tied, the second round is

Sudden Death (next goal wins). The game is officially sanctioned by Roller Hockey International, the governing body of roller hockey and the world's only professional roller hockey league.

You can choose to play in Exhibition, Regular Season or Playoff Mode. In the Exhibition Mode, you can develop your skills by playing one game at a time against another player or the computer. You can also

choose to play in a Two-player Mode.

In the Regular Season, if you qualify in a 22-game regular season to compete for the championship you'll go to the Playoffs. The computer will choose your opponent from the 24 teams in the league's four different divisions. Before and after each game, a League Standing Screen appears

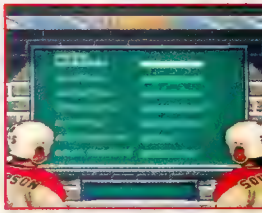
with team updates that include team wins, losses and total points.

In the Playoffs, a best-of-three game format is played out and the winner moves on to the next round.

Before and after each game, a playoff free screen will appear to update you on your team's progress toward the championship.

MANUFACTURER	ASC
CARTRIDGE SIZE	16 MEG
RELEASE DATE	MAY
# OF PLAYERS	1 OR 2

You not only have to be good to make it to the Roller Hockey International World Championship, but you have to stay out of the penalty



box. The referees don't put up with any monkey business. This game is no NHL Hockey, but it's fun to play.

The Iceman and I have been going at it and he's pretty good. But he's still no match for my patented, Canadian slap-shot. If you enjoy hockey, check out this game. Don't check it out too hard, or the refs will put you in the penalty box!

Roller Hockey '95

TEAM EGM

TWO-ON-TWO BASKETBALL ACTION

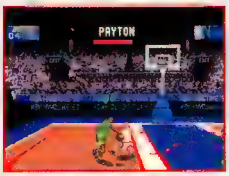
Round up all the NBA teams, take each one's top three players and you get NBA Hangtime '95, playing two-on-two with real players from the league.

Remember the old computer game called Jordan Vs. Bird? Well this is similar to that perspective-wise, but with today's up-to-date technology, you can expect more. First of all, let's introduce you to your host, Dan Patrick, ESPN's anchor/reporter. He'll be your commentator throughout the game, giving you insights on the players' moves and performances.

After going through the introductions, you'll get to

choose different options. Pick from Season, Exhibition or Playoffs. As you know, Exhibition is only one game, Season is the entire basketball season and as for the Playoffs, you get to go directly to the NBA Playoffs. Difficulty settings can be adjusted to your ability of the game. Length of quarters

can be changed as well, to two-, five- and 12-minute periods. Straight ball comes in place as you can choose from Winners or Losers outs. This determines who gets the ball after someone scores a basket. In a half-court game, the ball must be cleared on the change of possession if it has hit the backboard. If you don't do this and score a basket, the basket will not count, resulting in a



turnover. The game can be accessed by up to two players. The Tag Mode enables you to switch over to the defender nearest the ball. On the offense side, you switch automatically to the person you've passed the ball to. Tag Mode can be turned on and off.

Hey, buckle up for those awesome dunks and combos. Yes, combos! NBA Hangtime '95 has some amazing dunks that you can do if you know the combos. The combos are movements on the controller that you can do to create that special dunk. The combos can be used either as a special dunk, or as offense and

defense. If you master the defensive combos you can perform special jumps, steal and have added quickness. There are others that you can find out as well.

MANUFACTURER	SONY IMAGESOFT
CARTRIDGE SIZE	CD-ROM
RELEASE DATE	NOW
# OF PLAYERS	1 OR 2

At last, you can enter the tournament and travel around the world competing against the very best with hopes of reaching the finals and taking home the championship trophy.

NBA '95 HANGTIME

TEAM EGM EXCLUSIVE!

DUKE IT OUT WITH THE VERY BEST

Here's a game that will knock you out of the ring, literally. Toughman Boxing is not your ordinary boxing match—anything can happen in the ring.

As you begin, you must pick which region you want to fight in. Then pick from the 24 characters the game has to offer. Each fighter has different fighting attributes, three special punches that he can use anytime during the match and a unique fighting style. If you're not happy with the special punches your character has, you can change the punches by picking from the 15 special punches.

The region that you pick determines where you will fight, as there are five unique arenas built into the game. Each has different sized crowds, sound effects and noticeable animations taking place in the backgrounds. Of course, there will be ring girls showing which round it is.

Now the dirty work comes into play: Offensive and defensive moves are crucial to the game. There are three regular punches: jabs, hooks and uppercuts. These are basic punches, but still have to be mastered to defeat your opponents. You must use them wisely in attacking your opponent. If you miss or mistime your punch, your opponent can do twice the damage to you! Every dodge, punch and jab will determine the outcome of the match. There are special punches ranging from the Popeye Punch to the Windmill Wind-Up. There are a total of 14 special punches. These are the most damaging punches if they are used in combination with other punches. The more combinations you create the more damage you inflict. Each special punch needs precise timing. If not, your opponent may end up doing the damage to you.

Defense is essential also. Blocking, dodging and ducking are your best defenses. Be patient with your punches. When you find the opening or weakness of your opponent, that's when you let him have it.

There are three ways to win the Toughman Contest: the KO, TKO and the Decision. At the end of a fight (if it does go to the decision), the judges will post their scores for the three rounds you fought. The scoring is based on the "10-point must" system, the winner in each round receiving up to 10 points. The points are determined by your boxing performance in each round. The way things work: The more points you score, the more likely you will win the match. After defeating your opponent, you move on to the next fighter who is stronger and more skilled.

Just keep practicing your punches and you'll eventually reach the top to become the toughest man around.

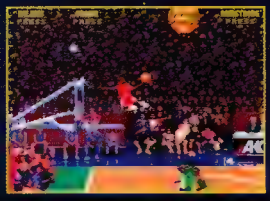
TOUGHMAN BOXING

NBA JAM TE (SUPER NES) BY ACCLAIM

Iceman
Graphics ★★★★ Playability ★★★★
Sound ★★★★ Realism ★★★

This version features even more back-breakin' jams. Improved sounds and stadium animations are noticeable, and there are even more players from your favorite teams in the league. Now there are hot spots where you can score up to nine points. Play the tournament and see if you're good enough to take on the NBA champions, JAM JAM JAM!

8



Video Cowboy
Graphics ★★★★★ Playability ★★★★★
Sound ★★★★★ Realism ★★★★

Jam is back and it's sweeter than ever. It has more players, more hidden characters—the works. This is one gourmet meal for gamers that should take some time to savor. I like what I see, and if you love fine sports games, take it to the hoop with the newest version of NBA Jam. Don't listen to the Iceman. If there's no puck in it, he doesn't like it! This game rules.

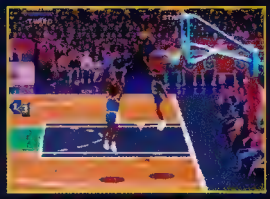
9

NBA JAM TE (GENESIS) BY ACCLAIM

Iceman
Graphics ★★★★ Playability ★★★★
Sound ★★★★ Realism ★★★

Now here's an improvement for the Genesis version. Animations are better than before with more high-flyin' dunks and realistic stadium animations. With the new special icons included, the game play rises to new heights. More players are involved here as you can sub in your favorites. After seeing this, you'll wonder where the coin slot is located.

8



Video Cowboy
Graphics ★★★★ Playability ★★★★★
Sound ★★★★★ Realism ★★★★

Iguana and Acclaim are on fire again this year as they made the popular arcade game even better. Jam fans will be unloading the rock to their friends and going to the basket hard with this game. The shoes, the backboards and the NBA's finest players are all back and ready for you to take command of the court. This game has in-your-face action that's hard to beat.

9

WORLD SERIES BASEBALL '95 (GENESIS) BY SEGA

Iceman
Graphics ★★★★ Playability ★★★★
Sound ★★★ Realism ★★★★

This is baseball at its best. I really loved the behind-the-batter perspective and I'm glad they kept it in. Hey, if you want to see a real baseball game, this is the closest you can get to real teams, real players, real stadiums. What more do you want? Okay, you'll find out as this one is packed with other goodies. I consider this to be one of the best baseball games of the year.

9

Video Cowboy
Graphics ★★★★★ Playability ★★★★
Sound ★★★★★ Realism ★★★★

The best baseball game of all time has been made better. The only thing the programmers at Sega Sports couldn't put into this game is the smell of the hotdogs and the natural grass. Who needs the real game when you can play World Series Baseball on your Genesis? The boys of summer can stay on strike forever as long as there aren't any power outages.

9

NHL ALL-STAR HOCKEY '95 (GENESIS) BY SEGA

Iceman
Graphics ★★★ Playability ★★
Sound ★★★ Realism ★★★★

I was expecting a lot more from Sega in making the perfect hockey game but they failed on this one. Sorry, but this didn't keep my attention for long as the game play just got kicked out of the window. Controlling the players on the field was a bit awkward. Everything else was average. I sure hope next year will be a better one for hockey games.

6

Video Cowboy
Graphics ★★★ Playability ★★
Sound ★★★★ Realism ★★★

A good try, but this game couldn't carry the water bottle to the bench when compared to other hockey games on the market. The fighting sequences in the game are very good and fans of the old, 8-Bit Blades of Steel will enjoy going toe-to-toe with the NHL's finest fighters. It's very hard to score in the game; the computerized Ducks can beat the Canadians with ease.

5

FRED COUPLES GOLF (32X) BY SEGA

Iceman
Graphics ★★★★ Playability ★★★★
Sound ★★★ Realism ★★★

Welcome to Sega's next level of gaming. I'm not into golf as much as the other sports, but this title attracted my attention graphically. The well-laid-out courses are very detailed, and great animations all around. Create your own player, changing his image and other qualities. Compete in many tournaments and see if you can hang with the big boys. A good golf game.

7

Video Cowboy
Graphics ★★★★ Playability ★★★
Sound ★★★ Realism ★★★★

This game lands in the bunker and each time I play it, it slides deeper into the sand. The graphics are good and the 32X engine adds some cool scaling features to the course, but the game play is hard to control and the true feeling of playing an actual golf game just isn't there. The programmers at Sega Sports won't stop here till they win the PGA championship.

6

EY CHARLES, NO ONE'S DOPER THAN ME. I'M S
TS. I'M DROPPIN' HOOKS. I'M SWEEPIN' B
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ASTIC HIP AND FAKE TEETH
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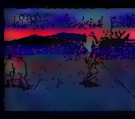
"JUST SHUT UP AND JAM



Shut Up and Jam 2 is all the trash talkin', elbow-throwin' streetball you could ever want. The animations are dope and the combination moves are deadly. You've got twenty-five ways to slam. Behind-the-back passes. Double-clutches. Alley-oops. 10 players to pick from and zero refs. And it's the only video game in the world with Sir Charles himself. Enough talk. Get Shut Up and Jam 2. Then take some chump off the dribble and drive it to the hole.

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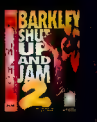
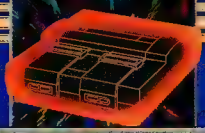
SPORT ACCOLADE





SUPER NES

SPIDER-MAN

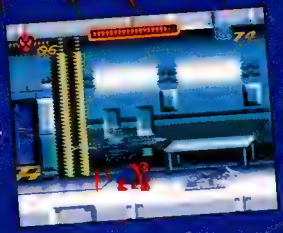
FACT-FILE

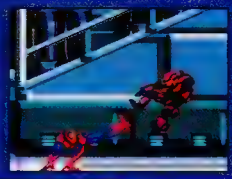
THEME
Action
DIFFICULTY
Moderate
TIME TO COMPLETE
Medium
MEG SIZE
N/A
BATTERY BACK-UP
No
OF PLAYERS
1
AVAILABLE
2nd Qtr. '95
% COMPLETE
100%

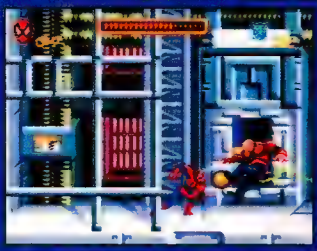
DEVELOPED BY: Manuel Soft

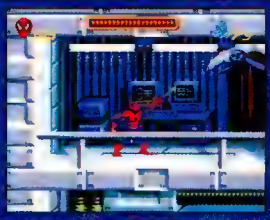
PUBLISHED BY: LJN

Empire State University has been overrun by the evil Doctor Octopus. Punch, kick and web your way through this high-tech level. This one is full of surprises.









Flying cyborgs attempt to make your adventure a short one. Use your webbing to show them otherwise.

Battle with malfunctioning androids and the sinister Chrome Drone.

POWER-UPS

This icon fully restores Spider-Man's health meter.

This icon will give Spider-Man an extra life.

Stun grenades will knock your foes into next week.

Gas grenades will cause opponents to get woozy.

Webbing comes in handy whenever you can refill it.

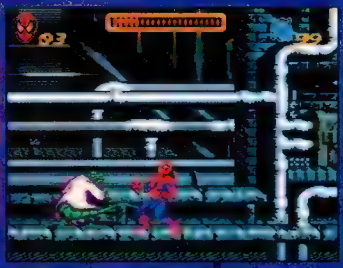
These icons will give you help from the Fantastic Four.

DOCTOR OCTOPUS

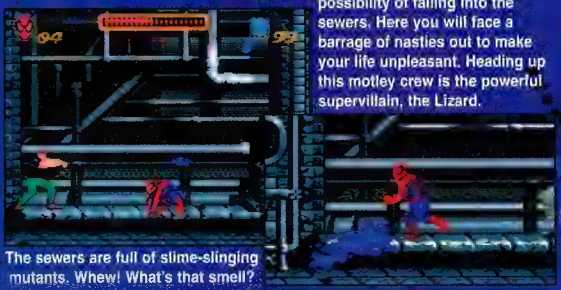
Doctor Octopus awaits you if you can make it through this mechanical nightmare.

Spider-Man and all Marvel Comics characters and likenesses thereof ™ and © 1995 Marvel Entertainment Group, Inc. All rights reserved.

THE LIZARD

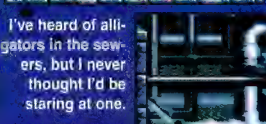


Throughout the game, you face the possibility of falling into the sewers. Here you will face a barrage of nasties out to make your life unpleasant. Heading up this motley crew is the powerful supervillain, the Lizard.

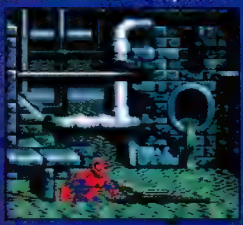


The sewers are full of slime-slinging mutants. Whew! What's that smell?

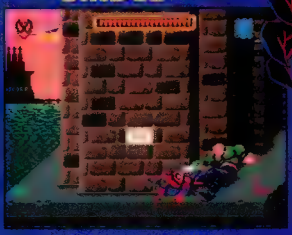
When you find yourself in the bowels of New York City, you'll run into these mutated misfits everywhere.



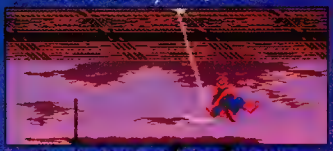
I've heard of alligators in the sewers, but I never thought I'd be staring at one.



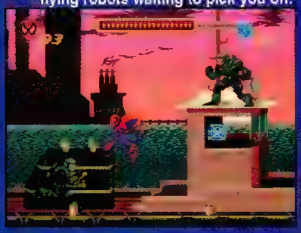
BROOKLYN BRIDGE



Battle your way along the East River to reach Coney Island.



Take the high road, but watch out for flying robots waiting to pick you off.



CONEY ISLAND

I thought Coney Island was supposed to be fun. This amusement park is just the opposite—it's full of danger. Whether you're dealing with serpent men or bigger problems like Jack O'Lantern and the Rhino, if this is fun, you can have it!

PLAYER'S NOTES:

FIRST IMPRESSION

Being a fan of Spider-Man from way back, this game was exciting to play because of the nostalgic feeling it gave me. The thought of battling supervillains like Dr. Octopus and the Rhino gave me something to look forward to.

BEST FEATURE

The incorporation of the Fantastic Four was an excellent idea. It was cool to see them be able to give you a helping hand.

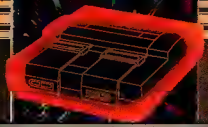
WHAT'S MISSING

I thought it could have used some more web-slinging and wall crawling. All in all, it wasn't too disappointing.

WILL YOU LIKE IT?

Are you a fan of superheroes? If so, this game has to be appealing. It's an action-packed game with plenty of hidden goodies and villain-smashing fun. I would recommend the game to most comic book fans and definitely Spider-Man freaks.

—Dave Malec

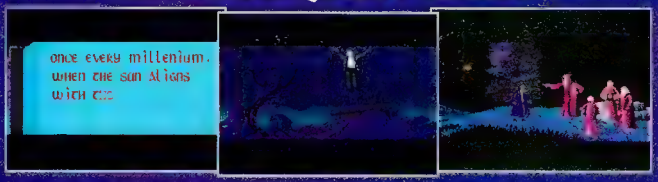


SUPER NES

WARLOCK

Once every millennia, when the sun and moon are in proper alignment, the guardian druids use their powers to prevent the birth of the scourge of mankind. Something has gone awry and the rune stones of power that the druids possessed have been scattered across the planet. You must find them to save humanity.

LET YOUR QUEST BEGIN!



With the help of your orb of protection and the urgency of your mission to save humanity, you must overcome the unbeatable and be victorious!

WIZARD'S MOVES

HOCUS-POCUS!

The skull is a small screen bomb. When activated, it will defeat all of the weaker creatures on the screen.

The potion is your most basic, but also your most useful spell. This spell gives back a small amount of life with each use.

When activated, the quake spell will shake loose some of the local scenery and maybe reveal a secret or two!

The spell with the picture of you will restore all your life! Truly a useful spell especially when you're fighting an End-Boss.

DANGERS ARE EVERY-WHERE!

Enemies are everywhere and they are trying to get you! Dodge the dogs in Stage One and watch out for the bats. This is only a brief example of the dangers you will face, so be careful!

Go slow!

All through this game, things like to jump out from nowhere, so be really careful.

PLAYER'S NOTES:

FIRST IMPRESSION

As I picked up the controller and started playing this game, I immediately took notice of the graphics. They are really clear and sharp—a definite plus. The control was right on par as well.

BEST FEATURE

As previously mentioned, the graphics are excellent and will be a good selling point for the game, in addition to the very involving story line.

WHAT'S MISSING

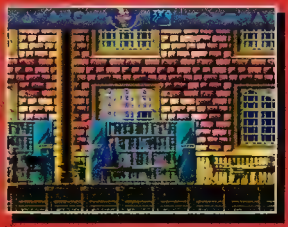
One thing I noticed missing from this game was the usual good sound that can be expected from the Super NES. Although this is not necessarily a bad thing, some people enjoy good music and sound effects! A minor detail

WILL YOU LIKE IT?

As I kept playing this game, I began to like it more and more. The story and graphics will definitely draw you into the game. As you play further, you become more and more involved in the plot and will want to win the game. Maybe that is part of the Warlock's spell? You make the call!

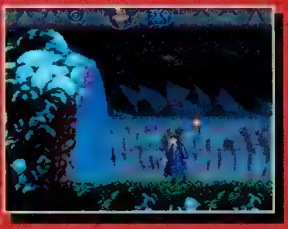
—Scott Augustyn

NEW ENGLAND

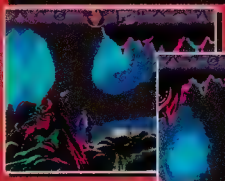


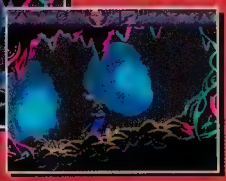
Level One is a good place to learn how to use your new-found powers to their fullest. In this level you face some of the monsters that will be making return appearances later, so get used to them quickly! Also, you will have your first confrontation with your opponent. Show no mercy!

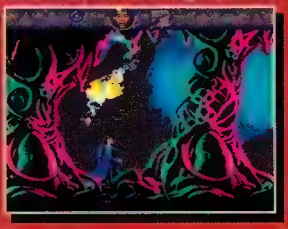
UNDERGROUND CAVERN



The battle isn't over yet. The coward ran away and you must follow. In this level, the challenges are greater and death is riding your heels, so don't be daydreaming! Watch out for the acid in the caves and be sure to dodge those killer spiders! Once again, battle for the next rune stone.







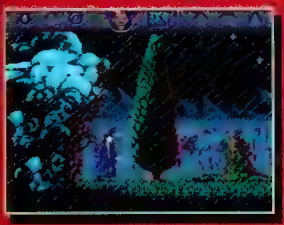
FACT-FILE

THEME	
Adventure	
DIFFICULTY	
Moderate	
TIME TO COMPLETE	
Medium	
MEG SIZE	
N/A	
BATTERY BACK-UP	
No (Password)	
# OF PLAYERS	
1	
AVAILABLE	
March	
% COMPLETE	
100%	

DEVELOPED BY: Trimark

PUBLISHED BY: Acclaim

GRIM GARDEN



Your journey continues: This quest is starting to get really difficult! You have to continue; all humanity is counting on you! Watch out for those swinging axes and get ready to face some even more difficult enemies along with their equally dangerous master!

SUPER NES

WING COMMANDER II

Vengeance of the Kilrathi

It's been 10 years since the destruction of the Tiger's Claw, in the Vega Sector. Ten years since your court martial and demotion. Ten years since you were shuffled to this backwater outpost, right in the middle of nowhere.

Ten years of patrolling asteroids.

Now, all that is about to change. Kilrathi sightings have increased in the area. You haven't wasted a furball in years...

Wing Commander II is a faithful reproduction of the PC version. Choose from four different ships, each with its own strengths and weaknesses. Several types of guns and missiles await you as well ... Your wingmen (and women) will cover your butt as you try to chase the Kilrathi out of the sector.

Every battle determines the final outcome of the war. Will the Kilrathi conquer, or will the Terrans be victorious? It all depends how you do out there. So strap in and kick some kitty butt, pilot!

MISSION BRIEFING

Don't bother writing down the mission objectives; they are automatically downloaded into your Nav com-

FACT-FILE

THEME	Flight Simulation
DIFFICULTY	Moderate
TIME TO COMPLETE	Long
MEG SIZE	16
BATTERY BACK-UP	No (Password)
# OF PLAYERS	1
AVAILABLE	May
% COMPLETE	95%

DEVELOPED BY: Origin

PUBLISHED BY: FCI

PLAYER'S NOTES:

FIRST IMPRESSION

Having beaten the PC version about three years ago, I knew exactly what I was getting myself into. I was not expecting much to be honest. I was wrong. Simply put, this is one of the best translations from a PC to a gaming console I've ever seen.

BEST FEATURE

I love the fact that the outcome of the battle determines the outcome of the entire war.

WHAT'S MISSING

A keyboard. The only thing I don't like about these flight sim games is the fact that you cannot squeeze a 101-key keyboard into a six-button controller without losing some playability.

WILL YOU LIKE IT?

If you like flight sim games, or if you've always wanted to play the Wing Commander series but couldn't afford a PC, then yes, you will definitely like it. If flight sims aren't your gig, then, no, you probably won't like it ... at first

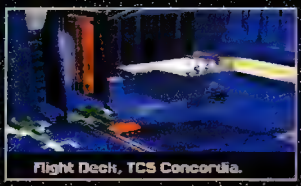
—Ken Badziak

TOOLS OF A PILOT'S TRADE

This is your first fighter, and boy, can she cook! Although she doesn't have the armor or the firepower of some of the other fighters, she can outfly anything in space. The Kilrathi don't have anything that can keep up with her. This can be very useful if you should find yourself outnumbered, say, 10 to 1.

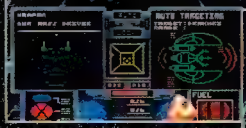
THE FLIGHT DECK

The center of activity on any carrier is the flight desk. This is where your starships get armed and fueled for the upcoming conflict. Something's *always* going on down here.

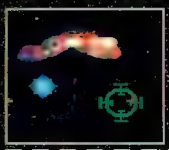


MISSION ONE: ROUTINE PATROL?

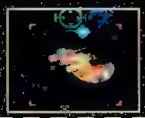
As you launch off the Concordia with the knowledge that this is only a routine patrol, you're confident that you won't meet anyone unfriendly. But that feeling soon changes to a steel readiness that keeps you ready for trouble. And sure enough there it is, a couple of Kilrathi fighters. Full afterburn and go get them.

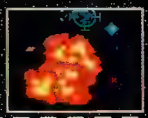


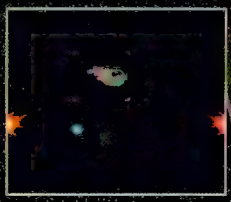
Fly with the cockpit on or off. You can see more with it off.

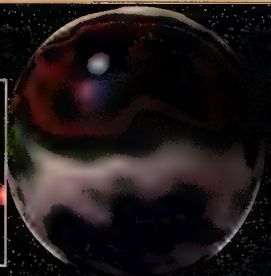


NOW YOU SEE HIM...

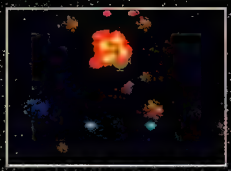


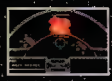


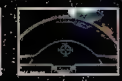




ASTEROIDS!!







Asteroid fields can be a real pain in the butt. Your best bet is to set your speed to 250 KPS and blast them to smithereens. Keep an eye out for ambushes, as well.

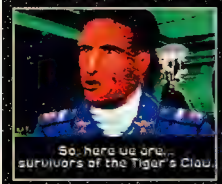
MISSION TWO: RESCUE!

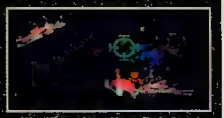
Respond to a distress call from the Concordia. Rush to the scene only to find...

Angel, and the rest of the old Tiger's Claw group!

MISSION THREE: BOMBER ESCORT

Escort a pair of Broadsword Bombers on an attack to the Kilrathi Carrier. Swarms of fighters are waiting for you...





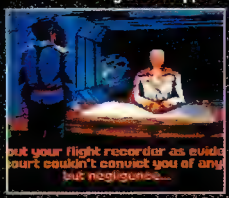
It's like shooting fish in a barrel! Fire away!

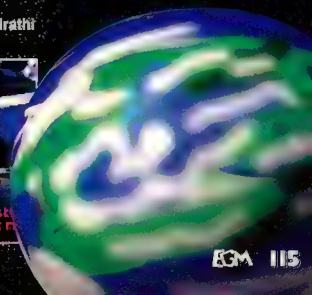
Is this not a beautiful sight?

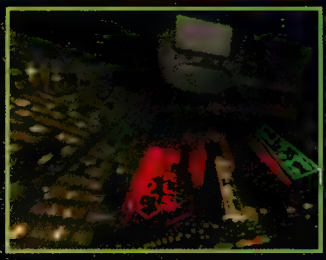
The Kilrathi have some new heavy hitters up for bat!

CINEMAS TELL THE STORY...

Between battles, kick back and watch the story line unfold. Are you doing well? Or did the Kilrathi gain the upper hand? How's Angel doing? Find out in the cinemas...







Ever dreamed of being the head of a huge business or megacorporation? In Syndicate, you get to do just that. There's only one problem: This is the future, and in the future big business means takeovers! Not just on the corporate level either, I'm talking complete world-wide domination! With the latest technology on your side, set out on a mission to over-rule the other syndicates by equipping special half-human half-android agents with modifications and high-power weaponry to take care of your dirty work while you sit back and collect all the revenue.

At the Options Screen, you can change normal features such as the music and the effects, but if you want to have some real fun, get together with a friend and play the Two-player Mode. Each player controls two agents, which makes it real handy for taking out the enemy. For a real blast try the Versus Mode!

PLAYER'S NOTES:

FIRST IMPRESSION

Being a big fan of the original smash hit on the PC, I was really excited to fire this baby up on the Super NES! Most of the features have been ported over pretty well, but I found myself spending more time figuring out the controls than actually playing.

BEST FEATURE

Syndicate is one of those games that is impossible to put down. A 10 on the addiction meter!

WHAT'S MISSING

If you're new to the game, you won't be missing a thing! On the other hand, the only drawback in the game is the graphics. Not the quality, but the size. The characters are almost three times the size of their predecessors and look very cartoony.

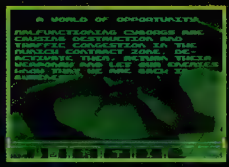
WILL YOU LIKE IT?

It's very difficult to give an opinion of a game when it stands in the shadows of a cross-platform big brother, but Syndicate for the Super NES succeeds when it comes to being a great game.

—Mark LeFebvre

DESIGNING A "KILLER" COMPANY

The map is where you will choose which area you will try to takeover. After succeeding, you can raise the taxes to increase your revenue. Be careful, if the taxes become too high, the people will revolt against you and your team!



Every time you plan on taking over a new area, you must view the Briefing Screen. Here you will find out important info about the current mission. Sometimes you may only need to persuade people into working for you.

After gaining some currency, you can put your money into research and development. You may either put your scientists to work on special modifications for your agents, high power weaponry or miscellaneous items.

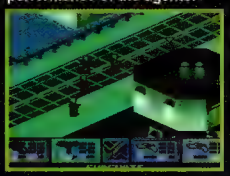
CHOOSING THE ASSAULT TEAM

The Team Selection Screen is where you will pick which agents are best suited for the mission. You can only use four agents at a time, but you can store your expendables in a cryo chamber until you're ready to use them.

Here you can equip your agents with all the tools that are necessary for completing a mission. You start with four items, but can gain many more by research.

There are six mods that can be fitted to each of your killing machines: Legs, Arms, Chest, Heart, Brain and Eyes. After your agents are "maxed," you can then start researching more powerful ones such as version 2 and 3.

At the bottom of the screen is an info box for each agent. Here you can change weapons, view their health status and even inject doses of adrenaline and other chemicals to increase performance of the agents!



SYNDICATE

FACT-FILE

THEME
Action/Simulator
DIFFICULTY
Moderate
TIME TO COMPLETE
Long
MEG SIZE
16
BATTERY BACK-UP
No (Password)
OF PLAYERS
1 or 2
AVAILABLE
2nd Qtr. '95
% COMPLETE
80%

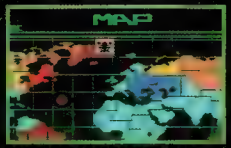
DEVELOPED BY: Bullfrog

PUBLISHED BY: Ocean

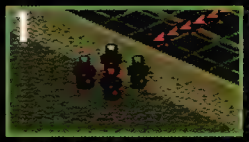
COUNTRY: SCANDINAVIA

POPULATION: 49,876,828

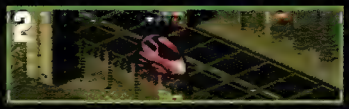
BRIEFING:



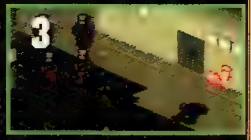
OVERNET NODE AR77 HAS LOCATED THE KIDNAPPED SON OF A JUDGE. HE IS BEING HELD HOSTAGE BY FREE MARKET EXTREMISTS. PERSUADE THESE BANDITS THAT WE HAVE BETTER USES FOR THEIR TALENTS. ADDITIONAL: BRING BACK THE JUDGE'S SON.



This is where you start the level. You're safe for the moment but you'll have to figure out a way to get inside the compound. Look around.



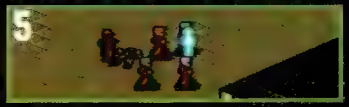
The only way to get past the gate is to use the vehicle. Make sure all of the agents are inside before proceeding.



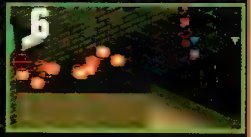
There are enemy agents everywhere. If you put enough money into research, you should be carrying uzis.

After taking out the enemy agents, check to make sure they weren't carrying any weapons or items on them that would be useful to you.

When you locate the Judge's son, use your persuadatron on him. He will then follow you throughout the level, hopefully unharmed!

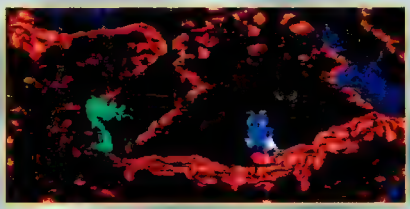


The last task you have to perform is eliminate the civilians. This should not be a problem as long as you have ammo.



SUPER

IZZY'S QUEST FOR THE OLYMPIC RINGS



PLAYER'S NOTES:

FIRST IMPRESSION

Entertaining little character, but could not tell what the heck it was! It kind of reminded me of Sonic except for the special morphing feature.

BEST FEATURE

The best feature of Izzy has to be the art. The cartoony characters make the game, especially the bad guys! But I also enjoyed the morphing feature. It was fun bashing a villain with a bat and skating like a madman!

WHAT'S MISSING

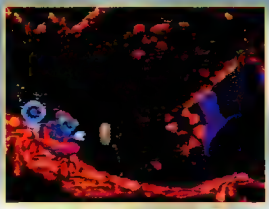
While playing the game, the movements were a little slow. The idea of finding medallions was a good one, but there just needed to be more hidden items or stages.

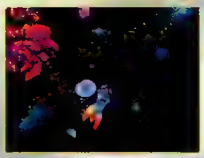
WILL YOU LIKE IT?

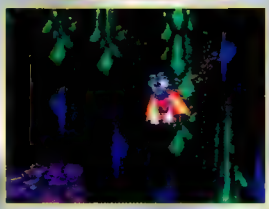
If you enjoy action games you will probably enjoy this one. The idea of making a video game based on the '96 Olympics was clever. By the time the finished product comes out, it will relieve some of the quirks I had to deal with Overall, it's cute!

—Carey Wise

Welcome to the Torch World—the land of many interesting creatures that carry a mean attitude, at least around Izzy. Izzy is a cute, little blue animal-like thing on a quest to find the five rings that were stolen from the Atlanta Olympic games. In order to find them all, Izzy has to venture through the Torch World until they are found. Along the way, pick up medallions that will heal you after being attacked. There are two ways Izzy has to defeat the other creatures. The first is the spin-jump that will land a crushing blow to the opponent. The second is a Morph Attack. Izzy can morph into several different animations to overcome the bad guys!







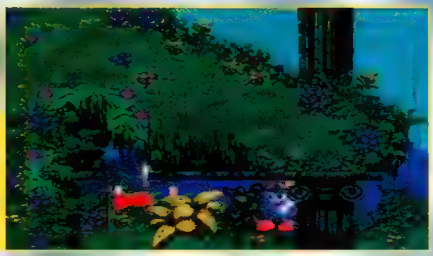
FACT-FILE

THEME	Action
DIFFICULTY	Moderate
TIME TO COMPLETE	Medium
MEG SIZE	16
BATTERY BACK-UP	No
# OF PLAYERS	1
AVAILABLE	April
% COMPLETE	95%

DEVELOPED BY: Alexandria

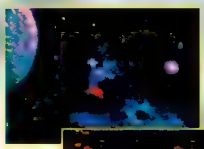
PUBLISHED BY: U. S. Gold

IZZY'S UP TO BAT!

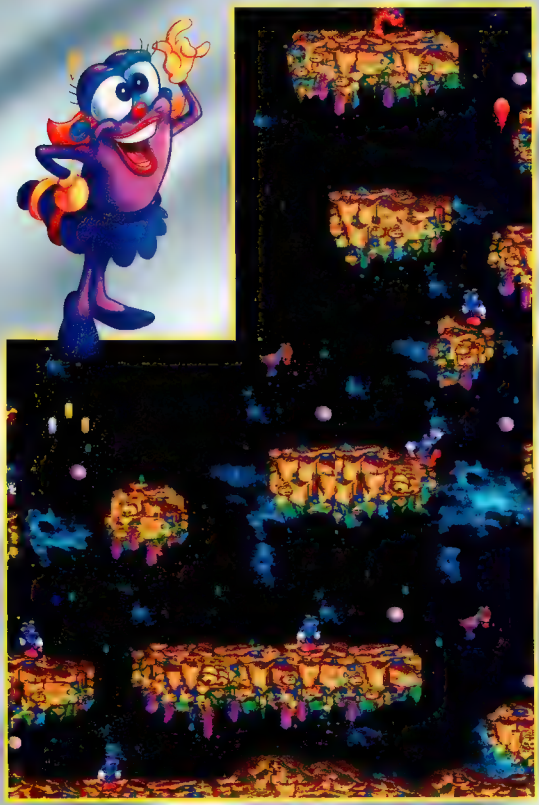


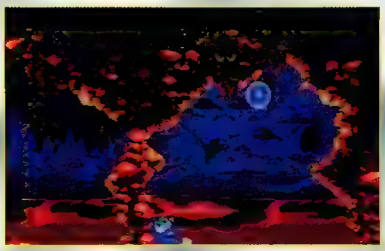
The great thing about Izzy is that he can do or be so many different things. All you have to do is direct him to his goal. Make it to the Elder Challenges and go for the Gold!

Here in the Greek village lies a tucked-away place containing all three medallions. Use the bat and bash away to get to them. Collect as many medals as you can find.



IZZY ... A WILD AND CRAZY CHARACTER!

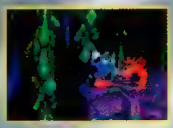


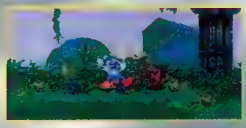


There are several aides that help Izzy get through the Torch World. His spinning jump is his best defense, but protective bubbles and Morphing attacks also come in handy when danger is all around.

Morph Attacks are done at designated places. Each Morphing Star has a different morph that can help in either flying to obscure places or taking on the enemy one-on-one. Whichever, it comes in handy!

SPACEWALK IN THE ELDER ZONE





Challenge your opponent to a fencing duel or just simply kick his butt with one fatal swipe!

IN THE PRESENCE OF THY ENEMY

Not a moment too soon and there will be a crazy critter on your tail. Your spin jump is your best bet, but a hurdle may seem just as effective.

U.S. GOLD

OSCAR

FACT-FILE

THEME
Action
DIFFICULTY
Moderate
TIME TO COMPLETE
Medium
MEG SIZE
N/A
BATTERY BACK-UP
No
OF PLAYERS
1
AVAILABLE
April
% COMPLETE
70%

DEVELOPED BY:
Flair

PUBLISHED BY:
Titus

PLAYER'S NOTES:

FIRST IMPRESSION

The second I started playing I said to myself, "Oh great, another mascot game." I ran through the beginning levels and though there are some really cute enemies, I wasn't too impressed.

BEST FEATURE

I would have to say that the enemies are the best thing in this game because they are pretty cool to look at.

WHAT'S MISSING

Originality. In how many other games do you run around, collect items, proceed to the end of the level and then do it all again on the very next level. This version is incomplete and it could get better.

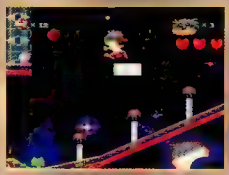
WILL YOU LIKE IT?

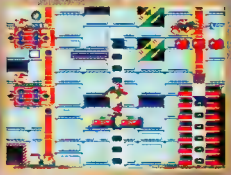
I do think a younger audience will enjoy this game because the character is very cute and there are some funny animations. I think the older crowd will just get bored with this game because once you've played through it, there is nothing different to see. —*John Gurka*

I don't really know what kind of creature this is, but I do know you must make him run around all the levels and collect them. Once you find every Oscar, you must then find the clapboard. Performing these moves will help you progress to the next level in the game.

You have to find all the Oscars in every level before you can move on. Once you have found them, you must then run to the clapboard to move onward. Each screen has three sub-levels. Finding the last Oscar is always a challenge.

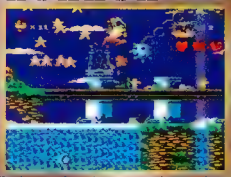
Screen 1: SCI-FI





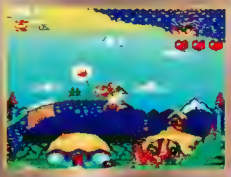
Science fiction, double feature, picture show, see androids ... oops, not the right time for that. You will find lots of familiar creatures from the science-fiction world. I think I even saw an Alien, and it was wearing tennis shoes.

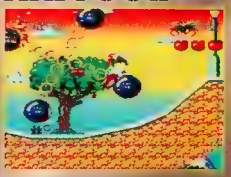
Screen 2: HORROR



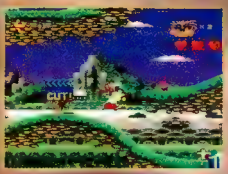
Everything you would expect to find on a level named Horror is here. There are enemies ranging from Frankensteins, to bats, to witches, to just about every other kind of classic horror movie monster. The bats are a real pain!

Screen 3: CARTOON





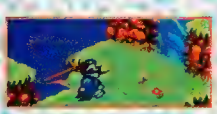
I don't know about you, but being trapped in a cartoon world just happens to be one of my scariest nightmares. This level doesn't help that any. The backgrounds are cool and this is an intense level both in terms of graphics and difficulty.



There are seven different screens to choose from. You must win them all.

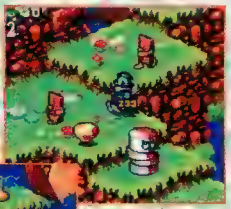
SUPER NES

Whizz is a fast-paced, new game that has you controlling a rabbit who must race against the clock to find an exit. You'll have to jump over obstacles, spin attack your enemies and activate various levers and switches in order to be successful. You don't have much time, so any hourglasses (they add to your time) you find can be very helpful. Good luck!



You'll want to avoid your enemies while picking up flags. The arrow will point you in the direction of the exit, which can be very helpful when time is running out.

Pick up the gems while avoiding everything moving! They may look like chocolate bars, but they bite back!



You can choose to spin attack your enemies if you like. It decreases your health, so do it sparingly.

PLAYER'S NOTES:

FIRST IMPRESSION

My first impression was that this game was geared strictly for younger audiences. After playing a little while, however, I realized I was mistaken. This game will challenge everyone.

BEST FEATURE

The best feature of this game is the variety of paths in the game. Many of them are dead ends, but they often have valuable goodies nearby.

WHAT'S MISSING

The control! This is not a finished product, and maybe some of this will be fixed. The problem is, when you press Up, your character moves diagonally Up. Everything is rotated 45 degrees clockwise. Hopefully, there will be an option to adjust the control.

WILL YOU LIKE IT?

If you like games like Marble Madness or Crystal Castles, you'll like this. The 3-D, 3/4-view perspective takes a little getting used to, but with improved control, this one should be a winner

—*Jason Morgan*

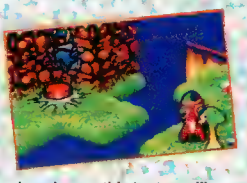
TROUBLE

These dudes you can't attack, so avoid them entirely. Jumping over them is usually possible, but sometimes tricky!

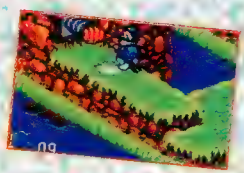
WHIZZ

ACTION REACTION

There are many objects on the screen that require you to interact with them in some way. Here are a few examples:



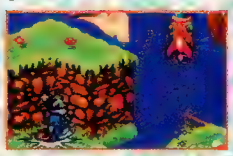
Jumping on this button will cause the rocket to launch. I'm not sure what the rocket does, but it's gotta be something good!

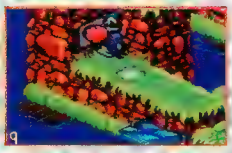


This lever is an odd device. As long as you push up against it, a hidden bridge will extend. When you let go, it shoots you away!

FINISH!

The finish line! You've worked hard to find it, and now you can relax. The balloon will take you to the next race where you begin again!





FACT-FILE

THEME	Action
DIFFICULTY	Moderate
TIME TO COMPLETE	Long
MEG SIZE	N/A
BATTERY BACK-UP	No
# OF PLAYERS	1
AVAILABLE	May
% COMPLETE	80%

DEVELOPED BY: Flair
PUBLISHED BY: Titus

KNUCKLES CHAOTIX™

The next addition to the mega-popular Sonic series is here. Join Knuckles and his gang as they whiz by at ludicrous speeds on the new 32X.

Outstanding graphics, sound and playability make this a must-see.

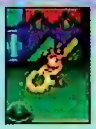
FACT-FILE

THEME	Action
DIFFICULTY	Moderate
TIME TO COMPLETE	Long
MEG SIZE	24
BATTERY BACK-UP	Yes
# OF PLAYERS	1 or 2
AVAILABLE	March
% COMPLETE	80%

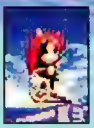
DEVELOPED BY: Sega of Japan
PUBLISHED BY: Sega

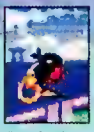
ROLE CALL!

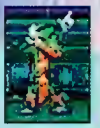
Knuckles is back in his own video game!


Charmy Bee uses his wings to fly.

Espio the Chameleon likes speed.


Mighty the Armadillo is quite strong.

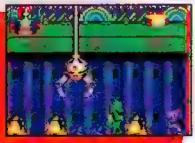

Bomb, the Eggman's Mechanic.


Vector rocks to a different drummer.

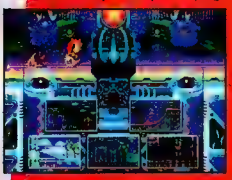
Heavy is another of Eggman's Mechanics.

BEFORE YOU START...

This grabber will pick a partner for you. While it is moving back and forth, hit the button to make it stop and go down to grab a partner.



Okay, here's the deal with the level chooser: Each of the five squares (levels) light up in sequence.


When you jump on the Yellow Star, the level selector will slowly come to a stop. Whatever level it stops on is the level you go to next.

The Attraction Information Center informs you of your progress through the various stages.

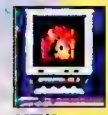
ICONS GALORE!

As in all the Sonic games, there are many icons to help you on your journey. Each has its own special power. Read on.

SHIELDS
Protects you from the nasties for a while.

SPEED SHOES
These make you go really, *really* fast.

SIZE INCREASE
Grow twice your size with this.


NEW PARTNER
Turns your partner to the picture on the icon.

SWITCH CONTROL
Jump on this and switch control to your partner.

SIZE DECREASE
This icon allows you to shrink to half your size.

PLAYER'S NOTES:

FIRST IMPRESSION

Aww, jeez! Not another Sonic game!

BEST FEATURE

I love the way Knuckles Chaotix uses the 32X's powers for that outstanding bonus level. The level simply kicks @$$! The music is also very good, and the colors are abundant. The playability—though a little complicated at first—is very, very good. That's about it, I guess. (Can you tell I like it?)

WHAT'S MISSING

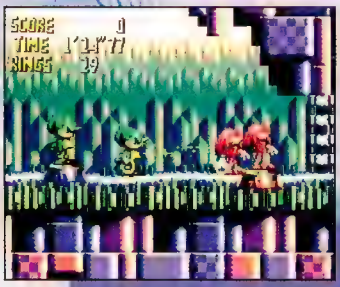
As far as I can tell, absolutely nothing. This cart has it all!

WILL YOU LIKE IT?

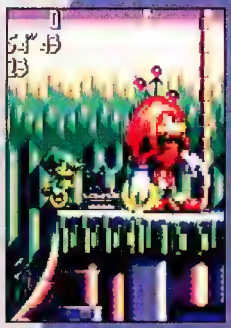
Are you a Sonic fan? Then you will like Knuckles Chaotix. Even those of you who aren't Sonic fans will still like it. I personally got bored to tears with Sonic, but this game kept me going and going. It's fun and very addicting. If you have a 32X, try it. Chances are you'll like it. If you're skeptical, try renting it first. You'll see what I mean.

—Ken Badziak

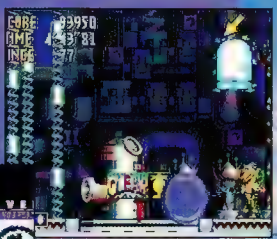
ISOLATED ISLAND



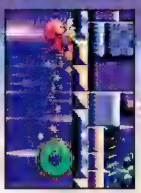
In order to open the door, position the two characters over their corresponding images. It's a little tricky at first, but you will soon get the hang of it. Expect to encounter this many times.



Isolated Island is your "training level." You can try out new techniques or simply improve on old ones. Choose who to play with and what level to attempt.



This is the place to try out new ideas, because it won't count against your current game. You are not penalized for dying, so have some fun!

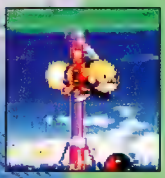


Climbing skills are very important. Many times you will find yourself scaling a wall.

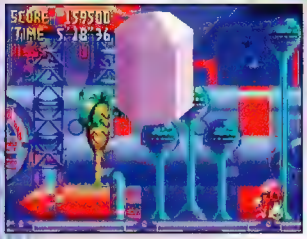
Have your partner stand on his image to activate the lift.

MARINA MADNESS

Ahhh, smell that seabreeze! So invigorating! Marina Madness might drive you insane—it can get quite confusing at times, so just be persistent. You will find your way out, eventually.

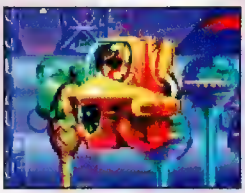


ROBOTNIK STRIKES!



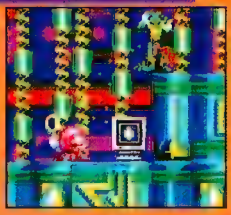
Robotnik appears in this indestructible casing. Wait until it comes off before attacking.

After Robotnik ditches his shell casing, he exposes his vulnerable underside. That's where you want to aim for. Keep striking until you bring him down!



AMAZING ARENA

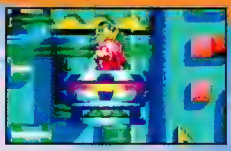
Watch out for the nasties! They *will* try to do you harm.

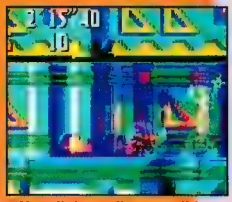


These shields come in handy in the Amazing Arena.

Welcome to the Amazing Arena. At the beginning of the level, there is a button located on a wall. Push it! This is very important, because if you don't, you can't finish the level, even if you make it to the end.

A bonus level! This one is tricky to find ... you have to look for some false walls to pass through.





Not all the walls are solid ... this leads to a bonus level.

You have to stand on these spring boards with both characters to make them work.

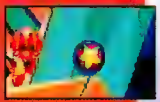
ROBOTNIK!

Robotnik rears his ugly head once again! His arms will swing out and pummel you to kingdom come. Your only hope for survival is teamwork. (As in, throw your partner at him!)

BONUS LEVELS

Collect these blue spheres.

These will send you flying backward.



These bonus levels are *really* cool. They do a great job of showing off the 32X's capabilities. However, these pictures don't do it justice. The scrolling is very smooth, and it plays like a dream. Very impressive!

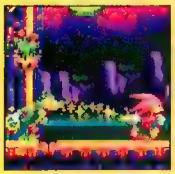
Touch these and lose one coin!

Touch these and lose *all* your coins!

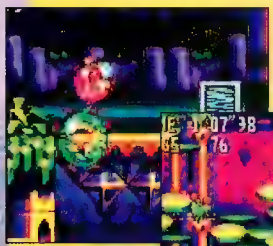
BOTANIC BASE

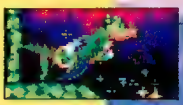
There is an overabundance of color in the Botanic Base. Don't let it distract you from your main task of gakking the baddies and \collecting the coins! There is nothing too difficult in this level.

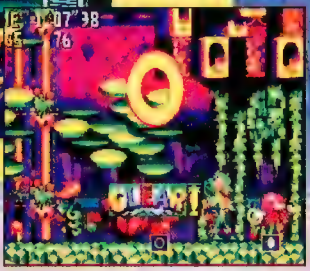
To pick up some *serious* speed, make your partner "hold" you momentarily, then let go. Do this a few times and *really* fly!



As levels go, this one is not very difficult.



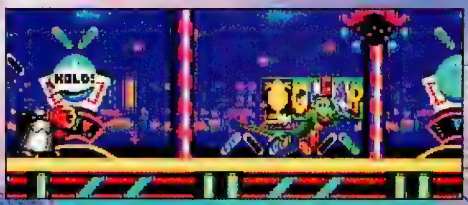




Hooray! You made it to the end. Look—a bonus level! Sometimes you will find these at the end, sometimes not.

SPEED SLIDER

I think the name says it all here, don't you?



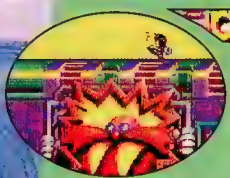
Attain mind-boggling high speeds in Speed Slicer. Just be careful! At this speed, it's easy to hit a nasty and die.

Race up the column and hit the blue jumper.

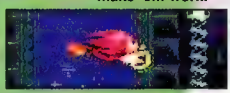
TECHNO TOWER

Baddies everywhere! Why won't they leave you alone? I think they like you.

Lot's of gadgets await you in the Techno Tower—not to mention baddies! Some of the gadgets are easy, others require some forethought to make 'em work.



Check around if you see this guy. He's hiding something.



You can make your character air-surf by holding down C.

Check it out—hidden bonus level! Cool!

Catch a ride in the conveniently placed elevators. They'll take you to new heights!

STARGATE™

FACT-FILE

THEME	Action
DIFFICULTY	Moderate
TIME TO COMPLETE	Short
MEG SIZE	16
BATTERY BACK-UP	No (Password)
# OF PLAYERS	1
AVAILABLE	April
% COMPLETE	100%

DEVELOPED BY: Probe
PUBLISHED BY: Acclaim

Through The Gate!

You and your team find yourselves on a strange, new world after passing through the ancient StarGate. Now you face an ancient enemy by the name of Ra. Ra has used his power to enslave the people of this world. He orders them to mine for quartz which powers the machine that keeps him eternally youthful. As Colonel Jack O'Neal you are determined to free these oppressed people, find your men and take them home. All you have to complete this mission is your radio, machine gun and hand grenades that you find along the way.

ICONS!

These are some of the icons that you can collect throughout the game to help you find your men and free the people of this world.

Health

These health packs will keep your energy high.

Grenades

These are your strongest weapons, but you don't have many.

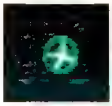
Ammunition

This icon will raise the firepower of your machine gun.

Supplies

These are the supply boxes you have to find on the first mission.

Extra Life

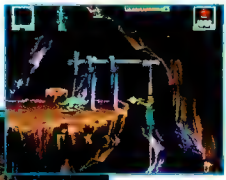


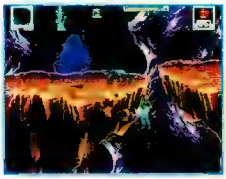
This gives you another chance at completing the mission.

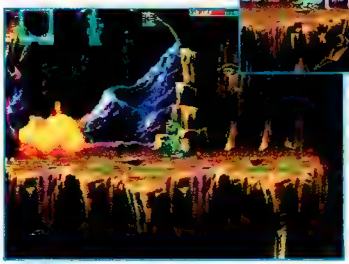
COLLECT SUPPLIES!

Your first mission is to collect the five boxes of supplies that are lost in the caves. There are a few different caves that they could be in but some of the boxes don't have anything in them. Be sure to check every corner so you won't miss one.

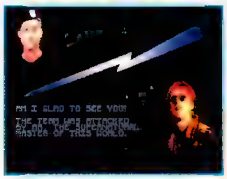
You have a lot of different abilities like being able to shoot your machine gun while hanging off of this rope with one arm. This guy is good!







The best way to take out the crawling enemies is to roll a grenade at them while kneeling down.



PLAYER'S NOTES:

FIRST IMPRESSION

The thing that I first noticed about this game was the attention to the animation of the main character. Another thing that hit me right off the bat was the loose control. To be fair, I must say that once I got used to the control, it got a lot better.

BEST FEATURE

The animation and the story line are the two best things about this game.

WHAT'S MISSING

I played through a lot of the game and I never faced any Bosses. I think that the lack of Bosses really hurts the structure of the game, because you're not really sure if you completed a level or not.

WILL YOU LIKE IT?

If you liked the movie, you will probably like the game. It's always cool to take on the role of someone who is a hero in the movies. Also, if you're into cool character animation you might want to check this out.

—Paul Ojeda

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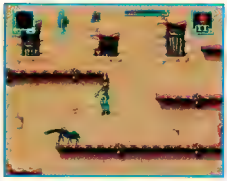
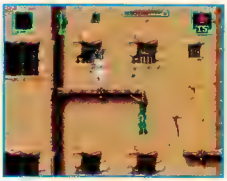
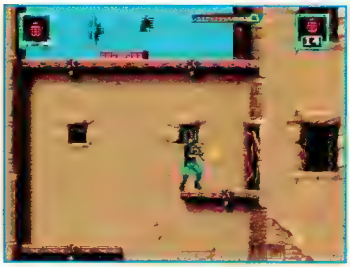
FIND THE ELDERS!

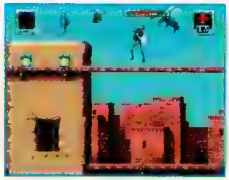


Don't face these monsters if you don't have to. Kill them before you go down.

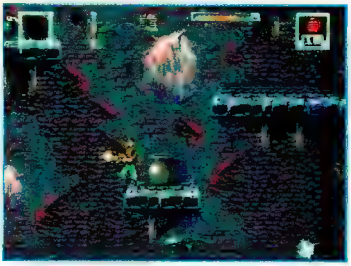
Now that you have collected all of the supply boxes, it is time to go on to your next mission. Go into the city and find an elder who will give you instructions on what you have to do. He wants you to look for four of the other elders. One of them will then open the east gate for you so that you can go on with the rest of the game.

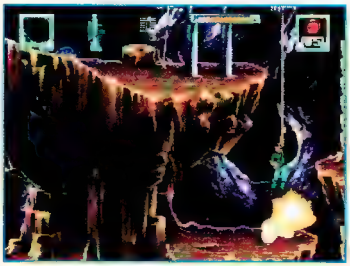






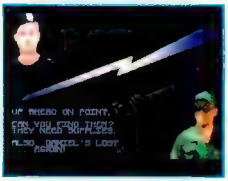
The last elder is in this building near the end of the level. After you find him, head to the east gate to get back out to the desert.





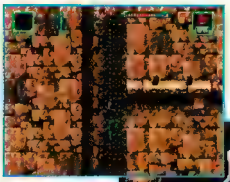
FIND THE MARINES!

After the elders let you through the gate, go to the desert where you will find one of your men. He tells you that five of the soldiers are lost in the caves and that they need the supplies you collected in the first level. He also tells you that one of the men is probably dead. Your mission is to find these men and give them the supplies you have. These caves here are harder than the first ones, so be careful.

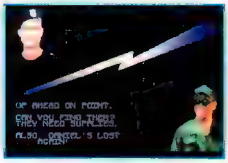


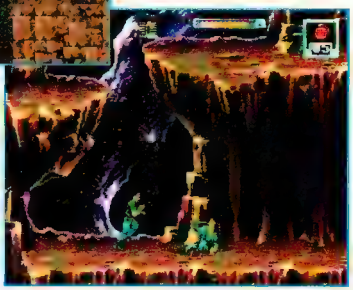
You will definitely need the grenades in this level, because your machine gun isn't much help here. Remember to conserve them for the more powerful enemies.

When you find a soldier, he will fire some rounds into the air to show that he's been found and that he got the supplies. After you find them all, it's on to the next mission.



This is the guy you thought was dead. I wonder what he has to say.





NO ESCAPE

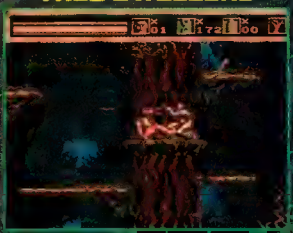
GENESIS

FACT-FILE

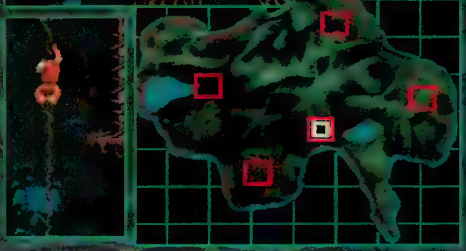
THEME	Action
DIFFICULTY	Moderate
TIME TO COMPLETE	Short
MEG SIZE	16
BATTERY BACK-UP	Yes
# OF PLAYERS	1
AVAILABLE	Now
% COMPLETE	100%

DEVELOPED BY: Psygnosis/Sony
PUBLISHED BY: Sony

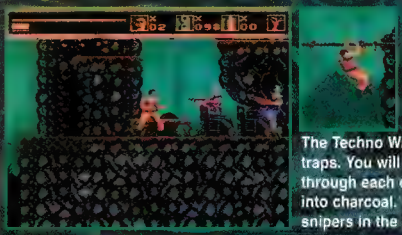
TREE DWELLERS



The tree dwellers are a strictly arboreal group of inmates who hide in the trees. These fierce fighters use arrows and blow-guns to attack their adversaries. Switches play an important part of successfully completing these levels.

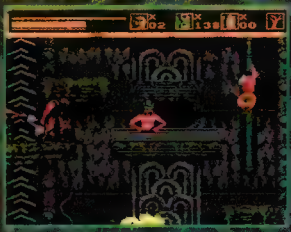


TECHNO WARRIORS

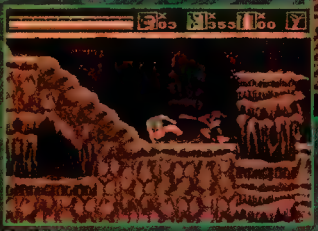


The Techno Warriors use electricity to rig their traps. You will have to disable them to get through each of the levels or risk being turned into charcoal. Watch out for the hidden snipers in the later levels.

MAREK'S HOTEL



Marek and his crew of Motorheads are about the toughest bunch you will encounter. They are brutal fighters who use heavy axes and molotov cocktails.



MOLE MEN

The Mole Men are underground dwellers who use lava to harness power. Spikes, lava pits and hidden Mole Men are just some of the obstacles you will have to avoid on these levels.

THE VILLAGE

This is a safehouse where you can store your items. You will want to do some trading with other villagers. Then, combine some of the items together to form new ones.

PLAYER'S NOTES:

FIRST IMPRESSION

The fast-paced chase scene at the beginning sets an exciting tone to the game. I personally enjoyed the movie that the game is based on and was relieved to find that seeing the movie didn't ruin the game.

BEST FEATURE

I hate to beat this aspect to death, but the unique idea of combining items to form new ones takes the cake.

WHAT'S MISSING

The lack of a save feature was disappointing, but was not entirely necessary. The game could have used more of the items you need to combine. I found that I didn't need to use all that many to make it through the game.

WILL YOU LIKE IT?

If you like the idea of figuring out how to build things, the game has a lot of appeal. Using what you find to create new objects and thus complete the game gives No Escape a different angle.

—Dave Malec

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SPIDER-MAN™

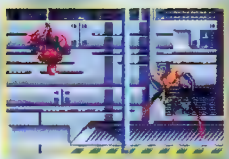
The Animated Series

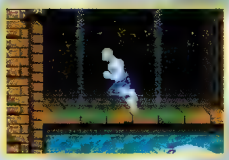
GENESIS

FACT-FILE

THEME	Action
DIFFICULTY	Moderate
TIME TO COMPLETE	Medium
MEG SIZE	N/A
BATTERY BACK-UP	No
# OF PLAYERS	1
AVAILABLE	2nd Qtr. '95
% COMPLETE	100%

DEVELOPED BY: Manuel Soft
PUBLISHED BY: Acclaim





My spider senses are tingling!!

PLAYER'S NOTES:

FIRST IMPRESSION

I was intrigued to say the least. It seemed like his mission was a good one and it made me want to find all those criminals and put them back in the slammer! Even though it took a moment to get adjusted to his moves, I was ready to rock!

BEST FEATURE

Personally, I enjoyed the web-slinging fun. It was cool to swing over enemies' heads and block laser fire with a ball of web.

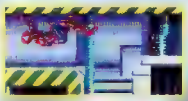
WHAT'S MISSING

I definitely think there are enough villains in the game. Spidey could use some more acrobatic movements: He's a little stiff at times. The game could also use a few trap doors and fallen objects for a little more kick!

WILL YOU LIKE IT?

If you're a Spidey fan, you definitely will!! You get to see all the old villains of the past and take them on, one-on-one. The first stage was a little boring, but it picks up further into the game especially in the sewers

—*Carey Wise*



To avoid enemies, use other sources, like the ceiling.

Swing from poles, and venture through the sewers. Don't get caught!

SPIDEY POWER-UPS

By collecting this pick-up, Spider-Man can regain partial energy. A little boost!

See Spidey turn white! This Armor pick-up can come in handy around tough villains.

Make your opponent woozy and fly on by with this Gas grenade.

Earn an extra life by finding this Golden icon. They can be hard to reach.

This Stun grenade is a little more powerful and may even bring a villain down!

Collect these Web icons along the way. You'll need plenty to finish your job

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You sit alone on the bow of the ship, contemplating your total victory over your adversaries. They just couldn't compete against your power. As the waves lap gently against the hull of the boat, you consider whether it's worth it to attack a second time. Yes, you decide, now that you have knowledge of all of your special abilities, you can bring your full power to bear against your opponents one more time ... in Brutal Unleashed: Above the Claw!

FACT-FILE

THEME	Fighting
DIFFICULTY	Short
TIME TO COMPLETE	Moderate
MEG SIZE	24
BATTERY BACK-UP	No (Password)
# OF PLAYERS	1 or 2
AVAILABLE	April
% COMPLETE	85%

DEVELOPED BY: Gametek
PUBLISHED BY: Gametek

BRUTAL UNLEASHED
Above the Claw

Dali Llama

Dali Llama is a very powerful character. His Smoke Attack, Mind Attack and Head-Butt are all formidable. The first special he learns is the taunt that helps Dali recover his health.

Kung Fu Bunny

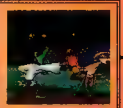
Bunny starts out fairly weak, but picks up good moves as he progresses. The taunt is always useful for regaining energy, and his Flash Kicks really pack a wallop.

Karate Croc

Karate Croc, the hidden character in the previous version, can now be picked. You can even do that annoying Tail Whip!

Tai Cheetah

Tai Cheetah has excellent basic moves, with a long reach for his Hard Kick. His special moves are also impressive, as the pictures illustrate.

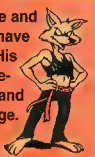


Ivan the Bear

Bear is the strongest character in the game. His Hard Punch is truly a force to be reckoned with—two punches and his opponents are stunned!

Kendo Coyote

Coyote is a good, all-around character. His basic moves are effective and his special moves have good power. His Head-Butt is especially vicious and does a lot of damage.



PLAYER'S NOTES:

FIRST IMPRESSION

My first impression was that this was a cute idea that didn't go very far. The graphics were moderately impressive, and it seemed nice to have so many characters to choose from. Other than that, it didn't strike me as particularly impressive.

BEST FEATURE

The best feature could also be considered its worst feature. In order to learn your special moves, you need to win matches. While this can be rewarding, it can also be frustrating, considering you start the game with no special moves and the computer has all of its attacks.

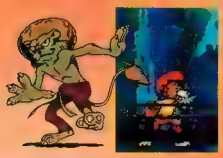
WHAT'S MISSING

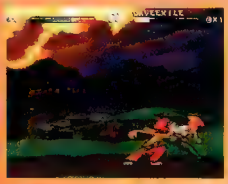
The most important test of a fighting game (no, not blood!) is how well it controls. Brutal lacks a crisp feel.

WILL YOU LIKE IT?

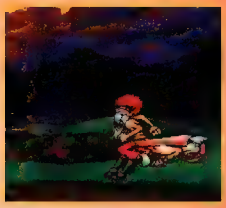
Possibly. Gore fans won't like it (no blood) and fighting game purists probably won't either (playability isn't great), but if you want something a bit different, give it a shot. —*Jason Morgan*

Prince Leon

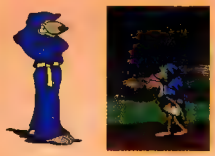


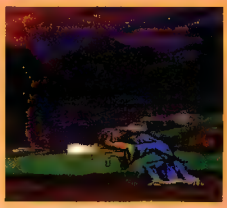


Leon is the king of the jungle—and the king of rock 'n' roll! With his trademark guitar and amp, he likes to punish his opponents with loud guitar riffs. A nasty bite and vicious spin kick really help, too. When you fight Leon, bring earplugs!

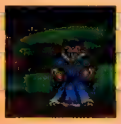


Pantha

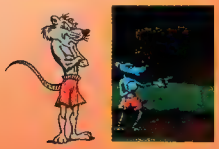




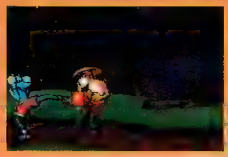
Pantha is certainly a mysterious figure. This hooded character likes throwing fireballs and using his Mind Attack. A vicious chop and backward roundhouse round out his repertoire.



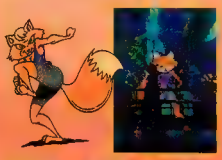
Rhei Rat



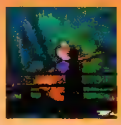
Rhei Rat is a brawler, and consequently he uses his fists a lot. His more effective attacks include the Knockout Blow and the Spinning Backhand punch. He will unleash a kick every now and then.



Foxy Roxy

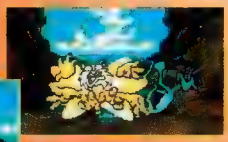


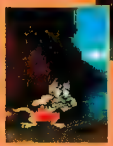
Roxy is a very acrobatic character. Her aerobic Windmill Kicks make it seem like she is in the middle of a ballet, instead of a fight. Her attacks are fast and difficult to block.



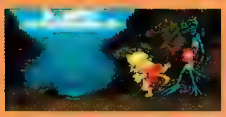
Two NEW Brutal Characters

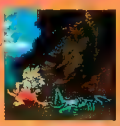
Psycho Kitty



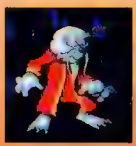


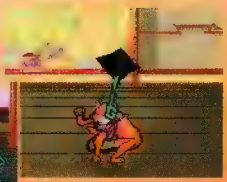
You can tell by the crazed look in his eye that there is something definitely wrong with Psycho Kitty. This new character is really nutty!





Cheung Poe



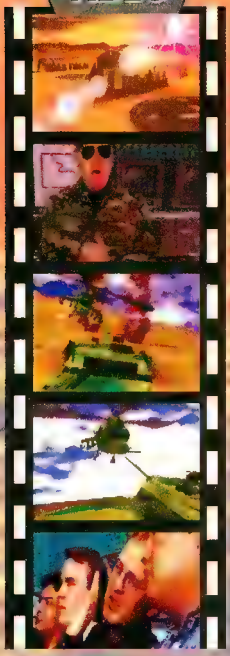


Cheng's transformation and warping abilities make him possibly the most dangerous character in the game!

RDF
GLOBAL CONFLICT

You are the pilot, driver and gunner in this dangerous set of missions. Face unbelievable odds and come out victorious for the sake of all the Americans counting on you. You are not a sitting duck, though—far from it! You have some of the military's best, new, high-tech weaponry available to you—a new super tank. This tank will be your weapon to use against the forces of evil. Show no mercy as you shoot a helicopter out of the air or blow away a passing supply truck. Show those baddies what American determination can do to them. Lock and load! Enemies on the horizon!

FULL-MOTION VIDEO



SHOW NO MERCY TO YOUR ENEMIES!

The helicopters are fast moving and well armed, so dodge them then do a quick strike with the turret or the machine gun.

The Scout vehicle is very similar to the APC in appearance. It, however, does not have a wide variety of weapons and has to rely mostly on its speed.

Trucks are valuable targets. If you destroy them, they will leave behind a repair box, fuel or weapons supplies.

The APC is a quick, attack vehicle. It has very few armaments, but its speed allows it to run circles around you or run away from you in a short time. You have to be quick with this one.

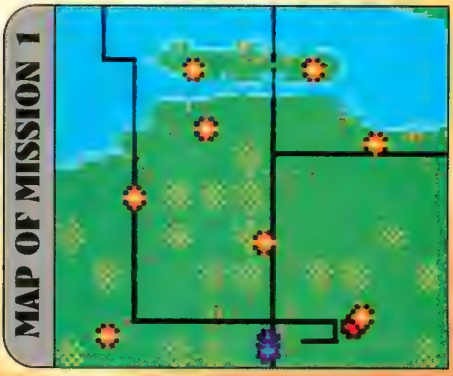
FACT-FILE

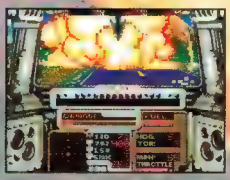
THEME	Action
DIFFICULTY	Moderate
TIME TO COMPLETE	Medium
MEG SIZE	CD-ROM
BATTERY BACK-UP	Yes
# OF PLAYERS	1
AVAILABLE	March
% COMPLETE	100%

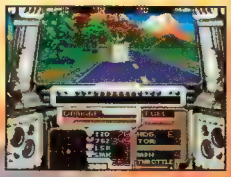
DEVELOPED BY: Absolute
PUBLISHED BY: Absolute

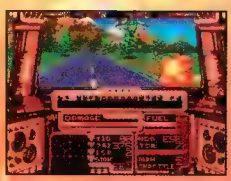
Mission 1

Your tank is loaded and you are ready to go kick some butt. Your mission is to protect a convoy of supplies that must be transported. The only problem is that some hostile forces have entered the area. It is up to you to take them out and take them out quick. You will face a few Hind helicopters and a few tanks. This is an easy level, so learn to use your tank well.



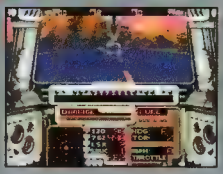


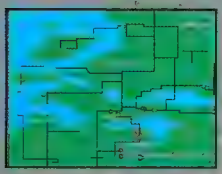




Mission 2

In Mission Two, you are faced with the challenge of rescuing a downed pilot. These pilots are surrounded by the enemy and will be captured soon if a rescue operation is not mounted fast. You are that rescue operation. Save those pilots or the consequences could be catastrophic. Of course, resistance will be heavy, so use your tank to punch your way through the enemy's attacking forces and their attack buildings to get to that downed pilot. Show them the consequences of messing with the American Army's best tank pilot.





NEW CHALLENGE!

In Mission Two, you will face a new enemy. Buildings will start to attack you as you pass. These buildings will be launching missiles. Take them out quick or you'll be toast.

PLAYER'S NOTES:

FIRST IMPRESSION

The first impression I had when I loaded this game up was that I would be playing another rehashed tank game. I was wrong. This game is pretty good, considering the limitations of the system.

BEST FEATURE

The cinemas, of course, were the selling point for me.

WHAT'S MISSING

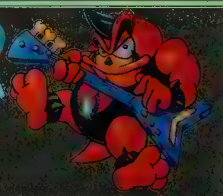
The major problem that I ran into was the lack of control. It was rather slow and it took a long time for me to get used to. You need to have sharp eyes to see the enemy and maneuver before he is upon you. A difficult task at best!

WILL YOU LIKE IT?

If you own a Sega CD, I would say that this is a good addition to your library. It offers the standard requirements for a good CD game: great sound effects, decent music and cinemas that will blow you through the ceiling.

—Scott Augustyn

MONSTER MAX



Your name is Monster Max and you want to become a famous rock star. Nothing seemed to be in your way to achieving a very long and successful career ... nothing, that is, until your planet was conquered by the tyrant Krond, who bans all music. Something has to be done. You must fight this evil tyrant and free your world so you can continue with your career plans. The people decide to help you and enroll you in the Mega-heroes Academy. Battle your way through nine different levels, each with a variety of courses, enemies and rewards to reap. The rooms and obstacles will take some brain-busting

FACT-FILE

THEME
Action/Strategy
DIFFICULTY
Moderate
TIME TO COMPLETE
Medium
MEG SIZE
N/A
BATTERY BACK-UP
No (Password)
OF PLAYERS
1
AVAILABLE
April
% COMPLETE
100%

DEVELOPED BY: Rare Ltd.
PUBLISHED BY: Tikus

PLAYER'S NOTES:

FIRST IMPRESSION

When I first picked up this game and plugged it in, I thought, "Great, another Game Boy game." But as I played it, I enjoyed it more and more.

BEST FEATURE

The best feature of this game is the password option. That may seem boring, but let's see how much you like it when you die unexpectedly

WHAT'S MISSING

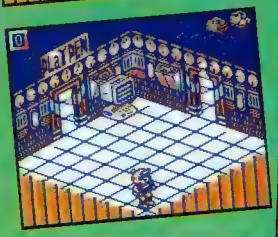
Although the graphic capability of the Game Boy is limited, I believe they did a good job but it needs something more graphic-wise.

WILL YOU LIKE IT?

Although this game is geared toward a younger audience, I think that it is good—especially if you are in the mood for a light strategy-type game. This is a great game for the young player.

—*Scott Augustyn*

PUZZLES GALORE



The musical adventure doesn't stop with the action, with scores of puzzles and obstacles for you to overcome. Perhaps after a few rounds through here, you will discover the route to defeating the evil tyrant Krond...?! It would be nice, but only time will tell!

TRAINING PLAYHOUSE

On the first level at the academy, you will be able to test your skills in the playhouse training area. Use this area to get a

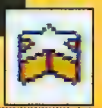
Some rooms contain no power up items. They count it complete as you don't.

Have to go through it to reach the next level. It's an easy one to start the game with.

definite plus! Use it to your advantage.

Bonus Gold

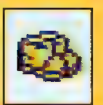
Force Field



Health Star

Level Map

Speed Bolt

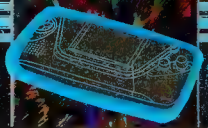


Jump Shoes

MONSTROUS ITEMS

Each item you encounter will have some kind of value either in that room or in a future room. Be sure to explore everything before making item change decisions. Remember, sometimes an item can be valuable in more than one room.

STARGATE



GAME GEAR

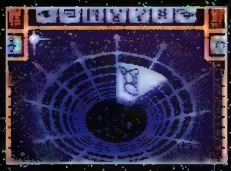
FACT-FILE

THEME	Puzzle
DIFFICULTY	Medium
TIME TO COMPLETE	Medium
MEG SIZE	4
BATTERY BACK-UP	No
# OF PLAYERS	1 or 2
AVAILABLE	April
% COMPLETE	100%

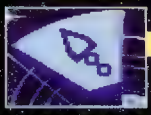
DEVELOPED BY: Probe
PUBLISHED BY: Acclaim

Stargate plays much like the classic Welltris. Drop blocks into a 3-D hole, and line up three of the same patterns in a row. Complete all of the designs on the top of the screen in order to advance to the next level.

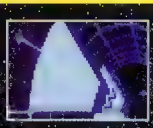
Stargate has three modes of play: Practice, Battle and Two-player. You can link your Game Gear with a friend for the Two-player Option. Stargate is perfect for passing time on long trips. Any puzzle fan will love it.



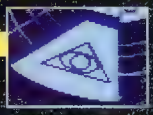
PUZZLING PIECES TO MASTER



This brick will wipe out an entire row, but it won't count.



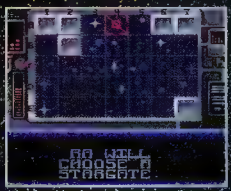
Wipes out a row and gives you credit.



The Eye of Ra wipes out an entire row as well.

BATTLE MODE– TAKE ON RA!

You must fight for control of the Stargate in Battle Mode. Your first challenge will be to beat this guy.



Ra will choose the first battle locale on this Battle Grid. Afterward, the winner chooses. Can you defeat Ra?

TWO SIDES TO EVERY STORY...

Each brick has two sides, each with its own unique design. Hit the A button to flip the bricks.

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PLAYER'S NOTES:

FIRST IMPRESSION

To be honest, I was expecting an action game, so I was a little disappointed to find that Stargate was a puzzle game. But the disappointment did not last long. Soon I found myself playing the game for lengthy periods of time ... and so did a couple of other guys in the office.

BEST FEATURE

I really like the fact that you can play against a friend or against the computer. There's nothing like beating the pants off of your opponent to make one's day!

WHAT'S MISSING

Not much. For a Game Gear game, this one has it all. Good graphics, music that doesn't get *too* annoying and lots of fun play. What more could you ask for?

WILL YOU LIKE IT?

(This is so cliché!) If you liked Welltris, you'll love Stargate. If action games just don't cut it for you, or if puzzle games are your thing, you will like it. Promise.

—Ken Badziak

THE POP

New cartoon is for the dogs ... and cats!

What do you get when you throw a dog, a cat, an opossum and a sheriff into the same half-hour cartoon? Besides hilarious antics and wacky humor, you get *The Schnookums and Meat Funny Cartoon Show*!

This new 'toon is produced by Bill Kopp and Jeff DeGradis, who model the show after themselves–off-the-wall and kind of weird. Kopp is best known as one of the original animators for *The Simpsons* when it appeared on *The Tracy Ullman Show*.

They must be doing something right; Kopp and DeGradis were given a great amount of freedom to develop their own style of cartoon. "We only make what we think is funny... So far it's worked out great," says DeGradis.

The two main characters, Schnookums and Meat, are the odd couple of the '90s. In the show, Schnookums, an ultra-domestic cat, is paired up with the mail-order watch dog, Meat. The rest is pure comedy.

This CD-ROM has a secret to share

Is it possible to cram everything from the hit sci-fi film, *Stargate*, into one single CD-ROM? Well, Compton's New Media has found a way and developed a fantastic restructuring of the film that is a must for any fan.

Venture into the world of Stargate with the new *The Secrets of Stargate* for IBM and Macintosh CD-ROM.

The disc offers in-depth coverage of the movie with film clips, sound clips and interviews with the stars.

You can "walk" around the set, inside the gigantic pyramid-shaped spacecraft. Click on various items in the pyramid and a Selection Screen will appear where you can access the various forms of media clips.

Choose film highlights from your favorite scene or call up general information about the movie or the cast. The disc features the same graphics that were used in the film. If you liked the movie, you'll love *The Secrets of Stargate* CD-ROM.

D&D: the Movie in the works

To transform the Dungeons and Dragons realm to the big screen could be an easy task, but to do it effectively is the hard part.

Sweetpea Entertainment, founded by Courtney Solomen, has begun work on a movie that will follow a group of D&D characters throughout their various adventures.

Sweetpea wants to keep the movie in sync with the rules and characters of the game. Solomen stated, "We hope to involve the characters in a trilogy, with each movie showing the upgrades in levels of each character."

Also working on the film is special effects wizard Stan Winston of *Jurassic Park* and *T2* fame.

See the D&D world come alive!

Strange but true

"Uh ... is this the Tiny Toons fan line?"

During a segment in the Tiny Toons Music Television video, a cartoon character flashes an 800-number as part of the story line. If you call the number, you hear a voice offering "wild and nasty girls" for only $1.98 a minute ... WOW! What a deal!

I've heard of dress codes, but THIS!!!

A former official of EuroDisney was ordered to pay a fine after they demanded that no females could wear leather skirts and no male staff members could have long hair, beards, moustaches or wear jewelry. One employee was fired after sporting a cloth bracelet! Geez, I thought they were called friendship bracelets!

CULTURE SOURCE FOR EGM READERS

Street Sharks are chompin' good!

First there was Jaws, then there was Orca, the Killer Whale, now the Street Sharks emerge from the depths of your favorite toy store to offer hours of fun and entertainment.

Mattel Toys, Inc. is ready to release their new line of Street Sharks action figures, created by Street Wise Designs with Joe Galliani.

The figures will be released along with an entire line of accessories that will add to the look of your shark warriors.

Also in the works is a Street Sharks animated show due to be released this fall. The Sharks will definitely make a huge splash with everyone!

They're stoney individuals!

One thousand years ago, Gargoyles were the defenders of many castles in Europe. Today we see them atop churches and other buildings. Imagine if they came alive and helped defend our cities...

Disney animators have given life to the last of the Gargoyle race. In an exciting new video release, the Gargoyles will have you on the edge of your seat!

These defenders of the night are solid by day in their stone forms. When the sun sets, they break free of their stone shells and soar through the night protecting the innocent people of New York.

With the video comes a board game that allows you to play along with a special segment after the film.

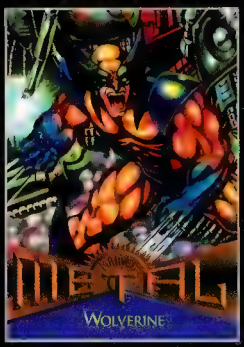
Incredibly original and entertaining, *Gargoyles: The Heroes Awaken* is a video to watch and watch again. Disney has a winner with these creatures!

Take a course in metallurgy

The world of card collecting has come a long way. Baseball cards used to be printed on plain cardboard with no high-tech lamination. But there's no need to fret over the past; incredible talent and technology go into making today's cards spectacular.

Fleer Card Corporation has, once again, produced an amazing set of super-quality Marvel trading cards. The new set, dubbed the Marvel Metal Age, features popular characters from the Marvel Universe. They really jump out at you thanks to the process of metallurgy.

The characters are first drawn by popular comic-book artists like George Perez and Ken Lashley. Then, computer artists take the images and incorporate enhanced CGI effects to make the cards come to life. The final step, the 3-D Prismatic Foil engraving, adds the metal effects to the picture. The gloss is added, and voila ... a magnificent piece of art!



It just ain't right....

EGM recently received this picture, along with a short note from a person claiming to represent the Slugman himself: "I'm here, today, promoting my new line of sausage products that are sure to be a hit across the galaxy. Hutt Brand sausages are made of the finest meat around—namely, my own! I'm quite pleased to unveil my new ad campaign, which is sure to have my fans coming out to sample my tasty selection of food products. Remember, when you eat Hutt brand Sausage, you're tasting a little piece of me in the process."

Ummmmm, good.

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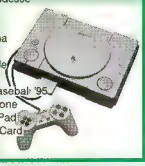

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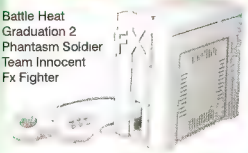

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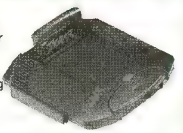

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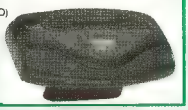

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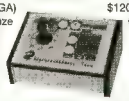

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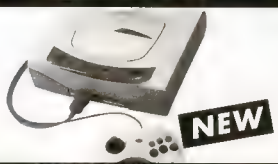

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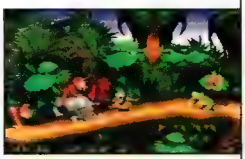

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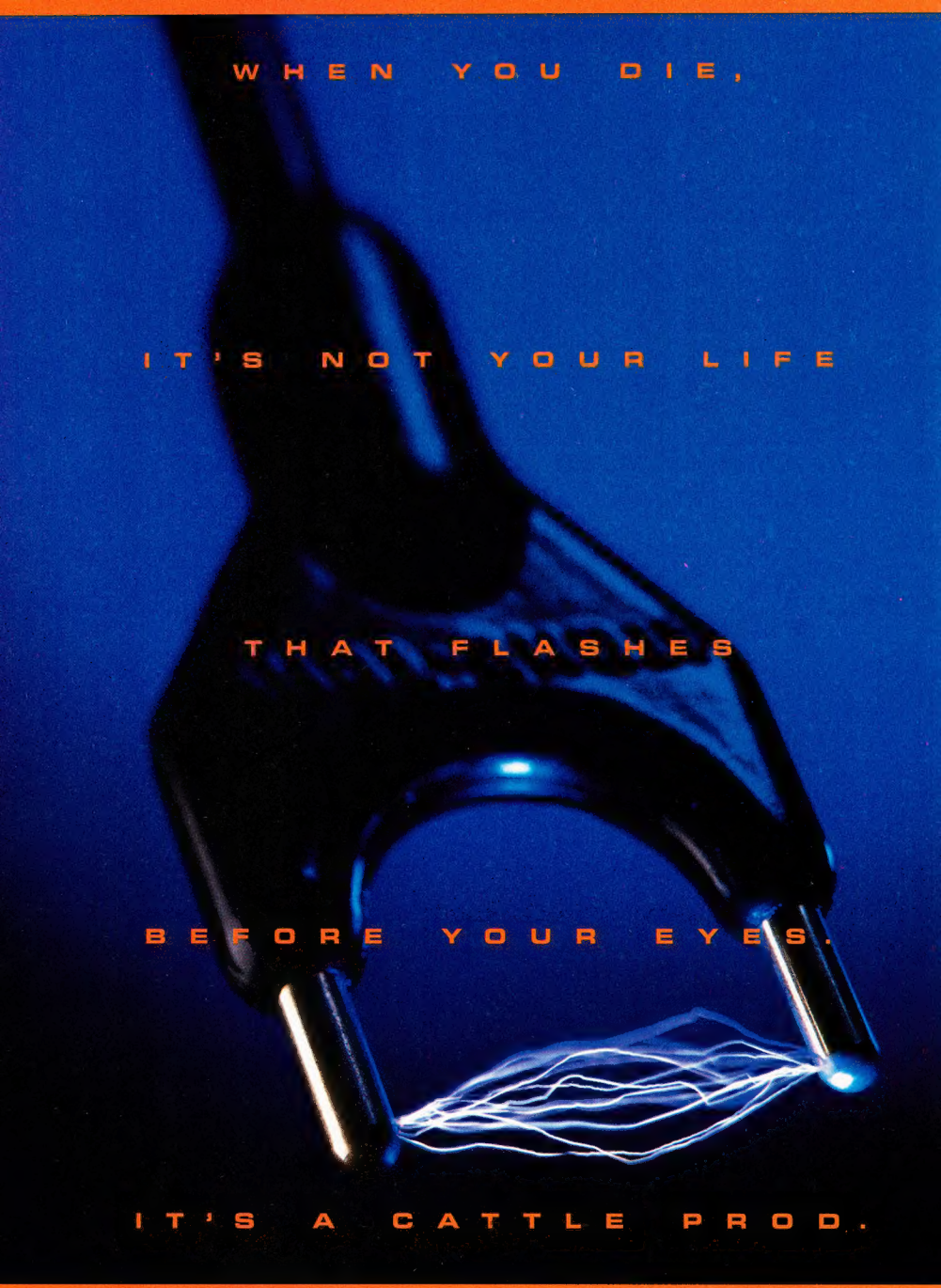
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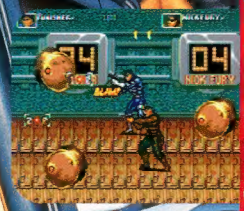

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